

# Jack Seigerman

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## Technical Skills

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**Languages:** JavaScript, TypeScript, Python, Swift, Java, C#, C++, SQL, HTML/CSS

**Frameworks & Libraries:** React, Next.js, React Native, SwiftUI, Django, FastAPI, Flask, Spring Boot, PyTorch, Jest

**Tools & Platforms:** Git, Docker, Google Cloud Platform, PostgreSQL, SQLite, GitLab, Jira, Unity, Xcode

## Experience

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### AutoZone

June 2026 – Present

*Associate System Engineer – Frontend Engineering*

*Memphis, TN*

- Develop customer-facing experiences for AutoZone.com using React as part of the Site Experience pod.
- Build reusable, responsive, and accessible frontend components while integrating APIs, application state, and e-commerce business logic.
- Create Jest unit and end-to-end tests, troubleshoot production issues, and collaborate with design, product, QA, and engineering teams.

### AutoZone

June 2025 – May 2026

*Software Engineering Intern*

*Memphis, TN*

- Identified and remediated WCAG accessibility defects across AutoZone.com, improving keyboard navigation, screen-reader compatibility, focus behavior, form labeling, and color contrast.
- Updated frontend components using semantic HTML, ARIA attributes, and accessible interaction patterns, then validated fixes through manual and automated testing.
- Collaborated with developers, designers, and QA engineers to investigate defects, implement fixes, and verify production-ready changes.

### Rhodes College

August 2024 – May 2026

*Computer Science Teaching Assistant*

*Memphis, TN*

- Mentored students in C#, Unity, virtual reality development, computer graphics, and human-computer interaction through debugging support, demonstrations, and technical guidance.
- Developed instructional prototypes and helped students understand the design and implementation of immersive interactive systems.

### Rhodes College

August 2024 – May 2026

*Virtual Reality Research Assistant*

*Memphis, TN*

- Developed and evaluated immersive virtual reality prototypes using Unity and C# for faculty-led human-computer interaction research.
- Contributed software development, experimentation, technical documentation, and analysis to research accepted for the 2026 ACM Symposium on Spatial User Interaction.

## Projects

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### Chomped

2026 – Present

- Lead a six-person team developing a SwiftUI restaurant-discovery application featuring item-level reviews, menu coverage tracking, and detailed food and service ratings.
- Architect the iOS application, backend APIs, PostgreSQL data model, authentication, restaurant-data pipeline, and cloud infrastructure.

### Exspensly

2025

- Led a four-person team developing a React Native personal-finance application for tracking expenses across iOS and Android.
- Designed financial data models and implemented persistent offline storage using SQLite.

### PixelSpan

2026

- Developed a Chrome extension that lets users select DOM elements and measure spacing, dimensions, and relative positioning through an interactive visual overlay.
- Added advanced inspection for nested and overlapping elements, including computed CSS properties, element metadata, and side-to-side spacing measurements.

## Education

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### Rhodes College

May 2026

*Bachelor of Science in Computer Science*

*Memphis, TN*