Jack Seigerman

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EDUCATION

Rhodes College
Memphis, TN
Bachelor of Science
Expected May 2026

Major in Computer Science

Relevant Coursework, Software Engineering, Computer Systems, Advanced Algorithms, Graphics &HCI, Databases

EXPERIENCE

Software Engineering Intern (IT Department)

Memphis, TN

AutoZone

June 2025 - Current

- Developed an AI chatbot to provide vehicle diagnostics and recommend necessary parts using Dialogflow CX
- Built and tested frontend integrations in React, collaborating within an Agile team
- Deployed to Google Kubernetes Engine (GKE) and other GCP services to evaluate performance and scalability

Teaching Assistant COMP 325 (Computer Science 325 Graphics, Virtual Env. HCI)

Memphis, TN

Rhodes College

Aug 2024 – Current

- Provided guidance to students on C# and Unity VR programming
- Built instructional demos to assist learning in immersive graphics environments

Grader COMP 141 (Computer Science 141 Programming Fundamentals)

Memphis, TN

Rhodes College

Dec 2023 – May 2025

Reviewed and graded Python assignments in Jupyter Notebook, providing detailed code feedback

PROJECTS

Expensely May 2025

- Designed, developed, and published a personal finance iOS app to help users track and manage their finances
- Led a team to design intuitive UI and ensure smooth data sync across devices using React Native Expo
- Implemented local storage and data visualization for user financial insights with SQLite

Image Generator June 2024

- Created a Java app that pulls and displays random images from Imgur using the AWT UI framework
- Practiced paired programming for real-time collaboration and debugging

Video Downloader May 2024

- Developed a Python-based GUI app to download and convert YouTube videos to MP4/MP3
- Used PyQt5 for the interface and FFmpeg for media conversion

VR Toggler June 2024

- Built an Electron app utility to enable or disable SteamVR components for testing environments
- Streamlined workflow for VR developers by toggling launch behavior with a single click

Unity VR Multiplayer Framework

Nov 2023

- Co-developed a documented peer-to-peer multiplayer framework in Unity using C#
- Implemented relay networking support to allow cross-device interaction

ADDITIONAL

Technical Skills: C, C#, C++, CSS, HTML, Java, JavaScript, Lua, Python, R, Swift, SQL, TypeScript Tools and Frameworks: Docker, GCP, Git, GitLab, Jira, React, React Native, Unity, Unreal Engine, Visual Studio, Xcode Leadership: President and Treasurer of Hillel, President and Treasurer of Photography Club