Jack Seigerman

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EDUCATION

Rhodes College <div align="right">Memphis, TN</div>
Bachelor of Science <div align="right">Expected May 2026</div>
Major in Computer Science
Relevant Coursework: Software Engineering; Computer Systems; Advanced Algorithms; Graphics HCI, DataBases

EXPERIENCE

Software Engineering Intern (IT Department) <div align="right">Memphis, TN</div>
AutoZone <div align="right">June 2025 – Current</div>
- Frontend developer using React and TypeScript to design and implement new features
- Collaborated in an agile team to enhance AutoZone.com

Teaching Assistant COMP 325 (Computer Science 325 Graphics, Virtual Env. HCI) <div align="right">Memphis, TN</div>
Rhodes College <div align="right">Aug 2024 – May 2025</div>
- 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) <div align="right">Memphis, TN</div>
Rhodes College <div align="right">Dec 2023 – May 2025</div>
- Evaluated Python projects in Jupyter Notebook, offering feedback and debugging support

PROJECTS

Finance Manager App <div align="right">June 2025</div>
- Built a cross-platform React Native app (web & mobile) to help users track income and expenses
- Collaborated with a team to design intuitive UI and ensure smooth data sync across devices
- Implemented local storage and data visualization for user financial insights

Image Generator <div align="right">June 2024</div>
- 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 <div align="right">May 2024</div>
- 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

SteamVR Toggler <div align="right">June 2024</div>
- Designed a C# Windows Forms utility to quickly toggle VR features in selected apps
- Improved testing efficiency for VR environments by simplifying the launch process

Unity VR Multiplayer Framework <div align="right">Nov 2023</div>
- Co-developed a documented peer-to-peer multiplayer framework in Unity using C#
- Included relay networking support to enable cross-device connections

ADDITIONAL

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