

JACKSON GARINGER

Dallas, TX | 469-525-7086 | jackson.garinger@gmail.com

TECHNICAL SKILLS

Language Expertise: TypeScript, C#, JavaScript, HTML, CSS, Java, Python, C++, C, GLSL

Framework Expertise: React, .Net, Spring, Node.js

Database Expertise: SQL Server, MySQL, SQLite

Development Tools Expertise: VS Code, Visual Studio, Postman, Resharper, IntelliJ, Github CoPilot

CI/CD Platform Expertise: JetBrains TeamCity

Certifications: AWS Certified Solutions Architect Associate

EXPERIENCE

COGNIZANT

Remote

Software Engineer

13 months, Jan 2024 – March 2025

- Refactored legacy React application code for Verizon's Point of Sale system into modular, reusable components, collaborating with UX/UI designers to implement a consistent design system. This streamlined development, reduced technical debt, and ensured a cohesive user experience across the platform
- Debugged and resolved a wide range of issues, including UI rendering errors, API integration failures, and data inconsistencies, across React frontend applications and multiple Spring microservices

VIZIENT

Irving, TX

Software Engineer Intern

3 months, June 2022 – Aug 2022

- Developed a desktop application with React, TypeScript, and Electron to streamline internal tool configuration, improving team productivity and reducing manual effort
- Collaborated with a fast-paced Agile development team to deliver high-quality software, contributing to sprint planning, code reviews, and iterative improvements

PROFISCIENCE

Flower Mound, TX

Software Engineer Intern

4 months, May 2021 – Aug 2021

- Designed and delivered 12 customer-requested features using TypeScript, C#, and SQL, enhancing product functionality and user satisfaction
- Identified and resolved over 50 bugs in collaboration with team members, improving system stability and overall code quality
- Authored comprehensive documentation for the installation and configuration of the company's TeamCity CI/CD pipeline, and proactively created a 'Setting up the Developer Environment' guide to streamline onboarding for interns and new hires

EDUCATION

TEXAS TECH UNIVERSITY

Lubbock, TX

Bachelor of Science in Computer Science, Minor in Mathematics

May 2023

Cumulative GPA: 3.5

PRE-PROFESSIONAL PROJECTS

3D RENDERER

- Built a desktop application in C++ with OpenGL and SDL to render 3D models in a dynamically lit scene
- Implemented the Phong lighting model with GLSL shaders to achieve realistic shading and specular highlights
- Developed a custom Wavefront (.obj) model loader to efficiently import and render 3D assets
- Integrated Dear ImGui to design an intuitive user interface, improving usability and user control