Jared Winburn

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Computer Science student with experience in C/C++, Python, and JavaScript, and a strong foundation in data structures, algorithms, and software development. Passionate about embedded systems and building efficient software solutions. Seeking to contribute to a collaborative engineering team while also developing my expertise

EDUCATION

University of Kentucky — Lexington, KY
Bachelor of Science in Computer Science (3.3 GPA) — December 2026

Bluegrass Community and Technical College — Lexington, KY
Associate in Arts (3.3 GPA) — May 2023

TECHNICAL SKILLS

- **Languages:** C/C++, Python, HTML/CSS, JavaScript, MATLAB
- **Concepts:** Data Structures, Algorithms, Object Oriented Programming, AI/ML Basics, CI/CD, Agile
- **Tools:** Git/GitHub, Linux/Unix, Bash, Virtual Machines, Vercel Deployment, Bash, Figma, VS Code
- **Technologies:** REST APIs, HPC, Semantic UI, Next.js, Flask, CLI tools

WORK EXPERIENCE

- **University of Kentucky** | *Bioinformatics Research Assistant*   **March 2026 - Present**
  - Perform computational analysis of genomic and transcriptomic datasets using Linux, Python, and R
  - Develop and maintain reproducible data analysis workflows using Bash, Git, and scripting tools
  - Run and troubleshoot jobs on high-performance computing (HPC) systems for large-scale data processing
  - Maintain organized data, documentation, and version-controlled code for collaborative research projects
- **Mind Home Inc.** | *Web Development Intern*   **May - August 2025**
  - Collaborated with developers to integrate, test, and deploy website enhancements using HTML, CSS, JavaScript, and Builder.io
  - Implemented interactive UI elements and optimized layout for better user experience
  - Collaborated and performed weekly standups to discuss and meet project needs

TECHNICAL PROJECTS

- **Tempest SPA**   **Fall *2025***
  A JavaScript weather application that utilizes the Tempest RESTful API and Semantic UI, deployed using Vercel
- **Tetris Game**   **Spring 2024**
  Tetris clone in Python using Pygame, involving event handling, user input, and game flow control
- **Sort and Search Program**   **Fall 2024**
  Database searching program and autocomplete features for text- file data, using binary search and various sorting algorithms in C++ to sort and search 100,000 + items
- **Water Testing Embedded System**   **Fall 2023**
  Developed an embedded vision system using Arduinos to detect contaminated water levels, integrating hardware sensors and motors within a team of 4 engineers to meet performance requirements

NON-TECHNICAL WORK EXPERIENCE

- **Big City Pizza Company |** *Manager*   **September 2017 – August 2022**
  - Led team of 10+ employees to fulfill daily needs and enable successful operations
  - Trained 10+ employees
  - Executed Conflict Resolution Strategies and Excelled in Customer Service