

JACOB TEPPERMAN

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Software Engineer with experience building and maintaining production applications used at scale. Strong background in JavaScript, TypeScript, React, Python, and C++, with experience across front-end, backend, and system design. Proven ability to own features end-to-end and deliver reliable, user-focused software.

PROFESSIONAL EXPERIENCE

Keel Digital Solutions – Software Engineer

July 2024 – Present

Toronto, Ontario

Keel Digital Solutions is a Business to Government company that provides a reliable platform for the facilitation of mental health care in Canada and the United States.

- Designed and developed software prototypes in **Figma** to support project planning and innovation
- Authored and maintained comprehensive **documentation** for current and upcoming projects
- Led the development of company websites using **React**, **Node.js**, **JavaScript**, **TypeScript**, **Next.js**, **CSS**, and **Tailwind**, deployed on **AWS**, partnering with design team and summer interns
- Collaborated with internal team on development of **Flutter** web app
- Ensured software **accessibility**, modularity, and scalability during development
- Participated in design process to enhance **user experience** and meet client requirements

Raccoon Logic – Software Engineering Intern

May – August 2023

Montreal, Quebec

Raccoon Logic is an independent game studio, formerly part of Google, with highly professional designers, developers, and storytellers. Known for a signature style of exciting adventure video games.

- Created the automated testing system with an online **React** dashboard to increase efficiency by optimizing all areas of **system testing** using **Python** as the game approaches later stages of development
- Responsible for **debugging** gameplay and in-game actors to improve user-experience
- Added complex features to existing components that had previously failed
- Modified and maintained multiple areas of the upcoming game using **Unreal Engine** with **C++**
- Offered a part-time position during school year with opportunity to return after graduation

LarryBirdle.com – Founder & Full Stack Software Engineer

March 2022 – Present

Toronto, ON

Larry Birdle is a challenging online game available world-wide with over 30k daily views and 3+ million total users. Game has attracted several celebrities and appeared in podcasts across social media.

- Designed and developed a high-traffic web application using **HTML**, **CSS**, and **JavaScript**
- Negotiated multiple digital media advertising contracts
- Extended revenue by developing additional sports games after **reaching large user milestones**
- Collaborated with **NBA Global Strategy and Innovation** team on beta-testing new consumer APIs and platform features
- Currently working on mobile application using **React Native**, **TypeScript**, **Python**, and **PostgreSQL**

Oooh – Software Developer Intern

May – Oct 2022

Kelowna, BC (Remote)

Oooh is a social media platform with its own, unique vision of user experience and communication through gaming and play.

- Led programming of a new **HTML5** in-app module for the live Oooh application
- Collaborated with **UI/UX** designers and producers to plan and implement iterations
- Created a custom in-app design interface for users to utilize through multiple modules
- Developed **responsive** interface to work on all supported platforms and devices
- Upon completion of 12-week internship, hired for an extended term part-time role

TECHNICAL SKILLS

Languages	Frameworks	Tools & Platforms
<ul style="list-style-type: none">• JavaScript• TypeScript• Python• HTML/CSS• C/C++• Java• Swift• Dart• SQL	<ul style="list-style-type: none">• Firebase• Node.js• React JS• React Native• Next.js• Flutter• Tailwind	<ul style="list-style-type: none">• Git• Figma• Google Cloud• Firebase• Supabase• AWS• CAD

EDUCATION

BASC (Computer Engineering) Queen's University

2020 - 2024

VOLUNTEERING

Meals on Wheels, Cyber Seniors, and recreational basketball coaching.

HOBBIES

- Developed an interest in travel and culture, having lived in 4 countries over 8 years
- Avid Sports fan and enjoy basketball, baseball, golf, and skiing
- Achieved High Level Swimming Certification – NLS and Instructor's
- High school employment as a lifeguard, swim instructor, and basketball referee
- Passionate about CAD design and 3D printing for creative problem-solving, as well as audio and video editing/production