

Jina Bagheri

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EDUCATION

University of Nebraska-Lincoln

Lincoln, NE

Bachelor of Science in Computer Science, Minor in Mathematics | GPA: 3.9

August 2022 – May 2026

- Graduated with **High Distinction**

EXPERIENCE

Technology Intern

May 2026 – August 2026

First National Bank of Omaha (FNBO)

Omaha, NE

- Troubleshoot F5 load balancer issues and wrote iRules to route incoming requests by source domain to their target sites.
- Deployed IBM Connect:Direct to an active-passive Windows failover cluster under the guidance of a senior middleware engineer
- Built foundational Linux skills, including navigating and troubleshooting enterprise server environments
- Collaborated with a team of interns on a project analyzing FNBO's home improvement lending platform – **Best Presentation Award** recipient

Undergraduate Teaching Assistant

January 2025 – May 2026

University of Nebraska-Lincoln

Lincoln, NE

- Assisted students in designing and developing full-stack web applications using .NET and React frameworks
- Provided guidance on SQL database integration and management for backend development
- Collaborated with students to troubleshoot and debug code, ensuring project functionality and adherence to best practices

PROJECTS

Hearing Loss Screening Tool | *Express, React, JavaScript, REDCap*

August 2025 – May 2026

- Collaborated with an 11-member team to design and develop a web-based screening tool for early detection of hearing loss
- Developed the front-end interface in React and integrated it with an Express backend for seamless communication
- Worked within an agile workflow using two-week sprints, including sprint planning, retrospectives, and weekly sponsor meetings
- **Platinum Award** recipient – ranked #1 of 36 capstone teams; personally awarded the **Rockstar Award** for outstanding individual contribution

Project N.O.A.H | *Unity, SteamVR, C#, GitHub*

January 2025 – May 2025

- Co-developed an immersive VR game in Unity using SteamVR, in which players manage ecological biomes aboard a generation ship traveling to Alpha Centauri
- Responsible for the rainforest biome system, implementing fault detection and remedy mechanics including deforestation events, invasive species handling, and humidity regulation
- Applied object-oriented programming principles in C# to design modular biome, event scheduling, and day-cycle systems shared across the team codebase
- Collaborated with a 4-person team using GitHub for version control, coordinating feature branches and resolving merge conflicts across parallel workstreams

TECHNICAL SKILLS

Languages: JavaScript, C#, Python, C, C++, Java

Infrastructure: Linux, Kubernetes, Docker, F5 Load Balancer, IBM Connect:Direct

Developer Tools: Git, VS Code, Visual Studio 2022, Eclipse

AI Tools: Claude, OpenAI Codex

CERTIFICATIONS

AWS Certified Cloud Practitioner (CLF-C02)