

Jack Ibsen

github.com/jmi06

EDUCATION

Dalhousie University

September 2025-May 2029

Bachelor of Computer Science

Sexton Scholar

- **Relevant Coursework:** Object-Oriented Programming, Calculus, Discrete Math, Low-Level Computer Systems, Software Development, Web Development

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, HTML, CSS

Technologies: Linux (CLI), Bash, CSV, JSON, Windows

Developer Tools: Git, VS Code, PyCharm

Libraries: Pandas, NumPy, Matplotlib, Curses, Requests, Pillow, Flask

Spoken Languages: English (Native), French (Fluent-B2)

EXPERIENCE

High School Co-Op Placement

October 2023 – January 2024

REDspace

Bedford, Nova Scotia

- Learned front-end web development by creating a dynamic "Weather Rock" web application, depicting current conditions using a rock.
- Learned how to fetch data from APIs, and the basics of asynchronous programming.
- Gained familiarity with deployment and databases with Google Firebase.
- Implemented the React web framework into the app.

PROJECTS

QuantusSports | *Python, HTML, CSS, JavaScript, Cloudflare Workers*

May 2025 – Present

- Developed a sports analytics service calculating team ratings for MLB, NBA, and NHL factoring in opponent strength and point differential.
- Built a web-based front-end from scratch to visualize data for the end user using tables and graphs.
- Deployed data to a Cloudflare KV worker to be called from the front-end website.
- Automated the generation of social media graphics and published them via a BlueSky bot.
- Configured a Raspberry Pi to automatically collect game data and perform calculations as each game finishes.
- Analyzed thousands of data points from MLB season datasets to compute individual player ratings identifying top-performing baseball players.

Glyph | *Python, HTML, CSS*

January 2026

- Built a custom, powerful markup language with TeX-like syntax.
- Implemented a parser using Object-Oriented concepts in Python.
- Developed CLI tools to convert .glyph files into HTML pages.
- Configured Python package using Pip allowing users to install the language to their environment.

Team TDavies Stats | *Python, Google Sheets, Render*

September 2025 – Present

- Developed a system for a curling team to easily enter game results into a spreadsheet, and automatically calculate season statistics.
- Formulated functions to calculate metrics such as win percentage, as well as advanced statistics like hammer efficiency, and steal defense.
- Built a web-based front-end with Flask allowing the team members to view their statistics over the course of the season, against specific opponents, or at individual events.

Meteo | *Python, Curses, API*

November 2025

- Created a terminal application for viewing and visualizing weather data from Environment Canada.
- Used the Python-Curses library to create individual slides displaying current conditions, forecast, and severe weather alerts.
- Utilized the Python ArgumentParser to create a simpler command line interface for instant information.
- Developed a configuration file system to allow the user to set their location, and preferred units of measurement.