

Jackson Wambolt

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Current: 2825 Bedrock Ln
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Relocating Summer 2025:
San Francisco, CA

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EXPERIENCE

Epic Systems, Madison — *Software Developer*

AUG 2023 - PRESENT

Leading meetings with customer leadership. **Designing** innovative and intuitive software. Navigating and **modernizing** a monolithic TypeScript and C# codebase.

Epic Systems, Madison — *Software Developer Intern*

MAY 2022 - AUG 2022

Designed and implemented an improved version of the existing allergies dashboard. Communicated with clinicians and allergists to refine prototypes and learn more about the problem space.

PROJECTS

Simplify — *TypeScript, C#* — [Link](#)

Work (Epic)

Volunteered to join a customer-committed project on a time crunch, where I enhanced a core control used across our flagship product to allow intuitive WYSIWYG personalization. I directly influenced the future direction of the project, by reviewing design proposals and shadowing end-users on-site to gauge their feelings towards the project.

Big Data PROMs Visualization — *TypeScript, C#*

Work (Epic)

Rebuilt a legacy visualization of Patient-Reported Outcome Measures (PROMs) in React, and integrated it with Cosmos, Epic's de-identified database of over 300M patients, to show benchmark data inline.

Terminfo File Parser — *Zig* — [GitHub](#)

Personal

Built a library that loads and parses terminfo files, for use in a toy vim-like terminal editor.

EDUCATION

University of Wisconsin, Madison — *Computer Sciences, B.S.*

SEP 2020 - MAY 2023

Also received a minor in Mathematics.

SKILLS

Integrating with large existing codebases

Empathizing with and addressing user concerns

Writing maintainable, reusable, and readable code

Quickly understanding complex problem space

LANGUAGES & TECHNOLOGIES

Professional: TypeScript, C#, .NET (dotnet), React, Git

Personal: Rust, Zig, C, C++, Nix, Python