Dishon **Jordan**

Riverside, CA · (213) 270-4206 · dishonjordan@hotmail.com

EDUCATION

University of California, Riverside - June 2020 expected
Bachelors of Science in Computer Science, GPA: 3.83
Santa Monica College - June 2018
Associates of Science in Computer Science, Computer Programming

WORK EXPERIENCE

Software Engineering Intern – NASA Jet Propulsion Laboratory Pasadena, CA   Summer 2019
Designed and developed a graphical user interface that allowed users to remotely operate and monitor system applications. Integrated several applications that could be automatically ran and controlled through the graphical user interface application. Decreased the time time spent locating and running said applications. Increased accessibility and usability of complex applications, by automating their execution.

Technical Game Developer Intern – UCR Brain Game Center Riverside, CA   Spring 2019
Assisted in the development of games used to conduct psychological studies focusing on human cognition. Reworked current game scripts to implement state machines, streamlining the addition of new features and game modifications.

Backroom Associate – Sears Los Angeles/Riverside, CA   June 2015 - Present
Trained new associates to proper backroom procedures and standards. Fulfilled online customer merchandise orders and packaged according to UPS guidelines. Received incoming merchandise and ensured proper storage, organization and location procedures. Quickly delivered ordered merchandise to customers, adhering to Sears' five minute guarantee.

SKILLS

Programming Languages
C++, Java, Python, C, C#, HTML, CSS, Javascript, MySQL

Development Environments/Frameworks
Android Studio, Unity3D, Adobe Dreamweaver, Windows, Unix, Git, PyCharm, Visual Studio, OpenGL

PROJECTS

Graphic Pipeline - Computer Graphics Project   Winter 2019
Developed an OpenGL clone to simulate a graphics pipeline. Implemented triangle rasterization and coloring using various color interpolation schemes. Developed a clipping algorithm to clip triangles to the six sides of the view volume resulting in reduced rendering speeds. Implemented a Z-buffer test to determine the correct triangle to render in the case of overlapping triangles. (C++, Dynamic Programming, OpenGL)

Ray Tracer - Computer Graphics Project   Winter 2019
Designed and developed a ray tracing program that rendered objects in a scene to desired specifications. Implemented ray-object intersections to render objects on scene. Implemented phong shading, reflection and refraction between various objects. Implemented indexed triangle rendering to reduce rendering speeds. (C++, Visual Studio)

RShell - Software Construction Project   Fall 2018
Developed a Unix shell emulating a command line unix environment. Implemented general bash commands, command chaining, precedence operations, piping, and IO redirects. Responsible for the design of the system, precedence operations, and IO redirects using high-level software design patterns. (Unix, C++, GTest Framework)

Catchy Food Mobile Game - Personal Project   Summer 2018
Designed and developed a 2D android game named Catchy Food using the Unity 3D game engine. Integrated google play services, maintaining player leaderboard and achievement progression. Tested and published application through the Google Play Store. (C#, Unity, Google Play Services, Unity AdMob)

EXTRA-CURRICULAR ACTIVITIES

IEEE- Micromouse Team   Fall 2018 - Present
Santa Monica College Programming Club   Jan 2015 - Sep 2015