JJ Rosenberg

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Bachelor's degree in Game Software Engineering (including coursework in data structures and algorithms) and minor in C++, with experience in JavaScript, Linux environments, networking and web development.

EDUCATION

Saxon University   Enschede, Netherlands
Game Technologies Engineering   August 2024

> Major in Game Technologies Engineering; Minors in C++ and Unreal Engine
> **Relevant Coursework:** Data Structures, Algorithms; Networking; Algorithms; Software Architecture

RELEVANT EXPERIENCE

KLM   Amsterdam, Netherlands
Computer Science Intern   Jan 2024 – July 2024

Led a team of 4 to create modular **onboarding software** for new hires using C#, .NET, Unity and WebGL. Scaled and automated this process company-wide, enabling all hiring managers to quickly create a customized onboarding process regardless of tech stack and reducing the number of engineer**s** required for each onboarding project from **3 to 1**.

Meta Chef   Enschede, Netherlands
Computer Science Intern   Jan 2023 – Jul 2024

- Developed VR training software and for a vocational culinary institute using C#, .NET and Unity to create **real-time mesh deformations** to safely train butchers.
- Created a custom haptic and force feedback hardware solution integrated with the VR software to create appropriate resistance for knife cutting.
- **Reduced latency of VR environments by up to 40%** during network calls and **reduced packet size** by an average of **30%** using Piglet through a RESTful API to load and cache 3D GLB files at runtime. This reduced FPS lows of 52 to over 72 and thus allowed for approval on the Meta Quest Store.
- **Integrated AI** with existing catalogue product viewer enabling data generation and storage to a database using Vue3, MySQL, C#, .NET and Firebase. Achieved **35% adoption** rate by clients in the **first month**.

UNIVERSITY PROJECTS

GRADE ANALYSIS DATABASE   Jan 2022
- **Created a database** to log and store school results for each year and subject using MySQL.
- Enables users to analyze and **identify trends** in their results to **achieve better results**.

PENETRATION TESTING - SIMULATION   April 2021
- Simulated a **Man-in-the-Middle** attack between a Windows 10 server and machine in isolated VMware environments.
- Escalated privileges to gain **root access** utilizing **KaliLinux**, MetaSploit, Nmap,Burp Suite and other tools. **Documented the vulnerabilities** and fortified the system for the future.

ADDITIONAL

Languages: C++, C#, Python, TypeScript, SQL, HTML/CSS
Tools and Frameworks: Vue3, .NET, Unity, Unreal, WebGL, RESTful APIs, Blender
Databases: MySQL, Firebase