

# Jadon Bennett

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## PROFESSIONAL SUMMARY

Motivated computer science student with a keen interest in interactive arts. Experienced in effective teamwork and communication, seeking an internship to deepen my knowledge in the field. Known for strong analytical skills and integrity, committed to delivering high-quality results in collaborative environments.

## EDUCATION

### Computer Science and Systems, B.A.

University of Washington, Tacoma

**Expected Graduation 2026**

Tacoma, WA

### Associates in Science and Art

Olney Central College

**May 2017**

Olney, IL

## WORK EXPERIENCE

### Sound Technician

Audio Media, Inc.

**March 2024 – Present**

Bothel, WA

- Leading teams to establish quality sound systems efficiently at event sites.
- Maintaining and organizing equipment to facilitate loading and installation.
- Communicating with clients at the event site to guarantee high quality service.
- Managing the sound levels throughout the event to fall in line with client needs and local laws.

### Warehouse Manager

U.S. Sheepskin

**January 2021 - 2024**

Location

- Organized and streamlined the warehouse to allow for easy loading and unloading of containers.
- Created an effective system of organization to make finding inventory much more efficient.
- Itemized the inventory on a weekly basis for use in inventory management.
- Ensured quality control for each product before it was shipped to the customer.

## PROJECTS

### Galudon Character Calculator | Google Sheets, AppScript, Javascript

**December 2024 – Present**

- This project aimed to create an automated method to create a character sheet to improve efficiency beyond creating and calculating points manually. This was split up into a reference sheet, input sheet and backend.
- My role in this project was designer and programmer. I created the design and implemented the project.
- This turned a complicated system of references into one streamlined app to see all the relevant information related to the character being built. This also made it easier to create characters without guidance.
- This project was made for a large team, and is currently being maintained by myself.

## TECHNICAL SKILLS

**Languages** | Java, C/C++

**Developer Tools** | Git, Visual Studio Code, Eclipse, IntelliJ