

# Jah Caffie-Speed

Personal Website:  
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## Projects:

### Project 1: Bank Teller

**Project Description:** An application that simulated a bank teller. Users could select from a multitude of commands to complete different tasks all from a graphical user interface (GUI). This project was designed to provide students with a practical understanding of the JavaFx library and its capabilities. The application's sleek and intuitive design enabled users to navigate the interface with ease and complete tasks efficiently. Additionally, the use of the JUnit testing framework ensured that the application's functionality was thoroughly tested and met the highest standard of quality assurance.

**Technologies Used:** Java, JUnit testing framework, JavaFx

## Skills:

### Technical Skills:

- |                    |              |                 |                         |
|--------------------|--------------|-----------------|-------------------------|
| ○ Agile Structures | ○ HTML       | ○ JUnit testing | ○ Testing and Debugging |
| ○ C                | ○ Java       | ○ MySQL         | ○ Version Control       |
| ○ CSS              | ○ JavaScript | ○ Python        |                         |

### Soft Skills:

- |                       |                       |                          |
|-----------------------|-----------------------|--------------------------|
| ○ Adaptability        | ○ Communication       | ○ Emotional Intelligence |
| ○ Attention to detail | ○ Continuous Learning | ○ Flexibility            |
| ○ Collaboration       | ○ Critical Thinking   | ○ Self-Motivation        |

## Work Experience:

**Title:** Java Developer

**Company:** TreasureLands

**Duration:** Current Position

**Description:** As a Minecraft Java Developer, I led the creation of custom Minecraft mods and plugins, with a primary focus on enhancing game performance and player engagement. My role involved close collaboration with cross-functional teams, including designers and artists, to align our development efforts with the game's overarching design and vision. I meticulously conducted testing and debugging to maintain the stability and functionality of in-game features while consistently refining and optimizing the code. Staying up-to-date with Minecraft updates and patches, I ensured seamless compatibility by adapting mods and plugins accordingly. My commitment to code quality and industry best practices was evident through regular participation in code reviews. I also maintained comprehensive documentation of code changes, mod features, and plugin functionalities for future reference and team development.

**Title:** Digital Product Intern

**Company:** Signet Jewelers

**Duration:** 3 Months

**Description:** I worked as a Signet Jewelers intern on their clienteling rewrite project. My role involved supporting the development cycle, defining requirements, collaborating with different teams, and analyzing customer experiences to inform the product strategy. This product would help thousands of jewelry consultants assist customers in a multitude of ways. I was tasked with creating user stories based on the old clienteling application so that it can be transformed and molded into a fresh, user-friendly version. During this time, I gained experience in agile ceremonies and grooming user stories, as well as the ability to communicate with stakeholders across different parts of the business.

**Title:** Java Developer

**Company:** Schwifty Client

**Duration:** 2 Years

**Description:** Decompiled the source files to the popular videogame "Minecraft" and made modifications to the game based on user input. The largest use of my mod was its "Scripting" feature. This worked by recording player movements and then replaying them when desired. While working on the project, I grew a community of over 1,000 users with over 400 of them being paid consumers of my application.

## Education:

**College:** Rutgers University, New Brunswick, NJ  
**Degree:** BA in Computer Science

**Organizations:** NBA Kappa League