# Jennifer Felton

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## SKILLS

- Proficient in using C#, C++. Python, Java and Assembly
- Developed video games using Unity and Godot
- Led teams of students on various projects from design to completion
- Created websites using MySQL, Firebase, React, HTML, CSS and Apache
- Wrote technical documentation and Software Requirement Specifications
- Completed database projects using SQL, Microsoft Access
- Learned Linux system administration

## EDUCATION

**CALIFORNIA STATE UNIVERSITY, FULLERTON**                    Fullerton, CA
*Bachelor of Computer Science*                                           *May 2021*

**RIVERSIDE CITY COLLEGE**                                             Riverside, CA
*Associate of Science, Math and Science*                     *August 2014-May 2017*
*Associate of Arts, Humanities, Philosophy and Arts*
*Database Management Certificate*

## WORK EXPERIENCE

**Thales Aeronautics**  *Contractor*                                     Irvine, CA
*Content Integration Assistant*                               *March 2020 - present*
- Performed QA to detailed standards to ensure safety systems are correctly integrated
- Identified bugs and clearly reported them back to development teams
- Maintained detailed documentation of test cases
- Tested software and databases for potential problems
- Troubleshooted GUI problems and database errors
- Collaborated with supervisors and coworkers to streamline the testing process while maintaining quality and accuracy

**Inland Empire Software Development**                           Riverside, CA
*Software Developer*                                           *July 2019 - present*
- Presented multiple talks and QA sessions on the setup and creation of games using Unity with emphasis on clean architecture & modular design
- Assisted other developers with programming related questions during hackathons

## PROFESSIONAL ORGANIZATIONS

**CSUF Video Game Development Club**
*Lead Programmer - Espere's Journey*
- Designed and implemented all of the architecture for a 2D adventure game using Unity and C#
- Managed git, approved pull requests, and maintained project board
- Organized tasks between members and resolved conflicts

**Women in Computer Science and Engineering**
- Supported students in their educational goals by tutoring and listening
- Networked between members and other school organizations to increase opportunities
- Participated in diversity summits and outreach programs to increase the number of women students in the computer science program