

Jalen Evans Moore

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SKILLS

Python, Java, C#, Unity, Dart, Flutter, Kotlin, JavaScript, MySQL

EDUCATION

Xavier University of Louisiana

New Orleans, LA

GPA: 3.48

Bachelor's in Computer Science, Mathematics Minor

Relevant Coursework: Advanced Data Structures, Databases, Software Development, Computer Organization and Architecture

August 2022 – May 2026

Google Tech Exchange

- Chosen as one of 180 students to participate in Google's "[Tech Exchange](#)," a program designed to give access to cutting edge industry courses, including Applied Data Structures & Algorithms, Careers in Tech, and Product Management

Relevant Coursework: Applied Data Structures, Careers in Tech

January 2024 – May 2024

FREELANCE PROJECTS

Voice-Activated Assistant with a Raspberry Pi Microprocessor (Python)

- Developed a [voice-activated assistant](#) in Python to provide a user-immersive experience similar to Bixby or Siri to make it easier for an end user to learn the raspberry environment.
- Used an API to develop a speech-to-text hardware integration software to enable the user's voice to enable the program to complete an action.
- Leveraged Python's operating system libraries to develop system administration scripts for automated tasks, including system shutdown, restarts, and update checks to simulate.

Video Game Design in Unity (Unity & C#)

- Independently learned Unity and C# programming to develop a 2D isometric video game, demonstrating initiative, self-learning aptitude, and proficiency in game development tools and languages
- Created and designed a 2D isometric video game with collision physics and enemy logic patterns to recreate a gaming experience characteristic of early 2000s handheld video games.
- Leveraged Unity and C# as tools to fuel my passion for learning new technologies, showcasing a commitment to continuous growth.

Graphics Programming in Unity (Unity & C#)

- Developed a strong foundation in Unity's 3D graphics pipeline through independent effort, focusing on areas such as modeling, texturing, and lighting.
 - Utilized shader programming in Unity to optimize performance and enhance visual fidelity for a visual project, achieving a visually stunning environment.
 - Developed visually compelling 3D assets in Unity, following an iterative design process that balanced performance and visual quality. This involved optimizing textures and implementing efficient materials.
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ORGANIZATIONS

National Society of Black Engineers (NSBE)

- Worked as a tutor for 6 underclassmen in Pre-calculus, Calculus 1, Introduction to Computer Science, and Data Structures

Google Student Development Club

- Serve as Assistant Lead in a Google-sponsored software development interview prep club, facilitating peer learning and empowering members to excel in technical interviews.

VEX Robotics

- Demonstrated strong engineering and problem-solving skills through qualification and competition at the VEX Robotics World Championship.
 - Achieved recognition for design excellence through multiple awards earned at Texas regional VEX Robotics competitions.
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TECH COMPETITIONS

XULA Google Developer Student Club Hackathon

New Orleans, Louisiana

- Managed and coordinated the development of a valuable application for the university within 24 hours, leading a team of 3 programmers through the design phases.

Google X XULA Coding Competition

New Orleans, Louisiana

- Thrived individually in a competitive environment.
- Achieved a commendable 3rd place ranking, showcasing strong problem-solving and coding skills.

2023 BE Smart Hackathon

Dallas, Texas

- Leveraged my programming skills in a hackathon competition against colleges, focusing on the design and development of a mobile application. Gained valuable experience in working under pressure and adhering to tight deadlines.

April 2024

December 2022

November 2023