Jarred McMeekin

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Summary

I am a third year Computer Science student enrolled at the university of Victoria. I have experience in languages such as C, Python, Java and CSS. I was also lead level designer for the video-game RAM: Random Access Mayhem.

Education

University of Victoria — B.Sc. Computer Science (Expected 2027)

Certifications & Awards

Independent Games Festival 2024 - Audience choice award winner for RAM: Random Access Mayhem

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Skills

- Proficiency in C
- Proficiency in Python
- Level design
- Proficiency in Java
- Proficiency with GitHub

Experience and Projects

- RAM: Random Access Mayhem — Designed player spaces blending environment and combat for seamless gameplay. Collaborated with the team to test and refine levels.

- OS Systems Course — Implemented a basic UNIX shell in C with support for parent/child processes, and foreground/background execution.

- Networking Course — Built a Python script to establish HTTP/1.1 connections, parse cookies, detect password protection, and check HTTP/2 support while handling status codes.

- GitHub Pages Website — Created a personal site with HTML + CSS to showcase projects.

References

Toby Murray (Xylem Studios Owner)   Email: toby@xylemstudios.ca