

Jennifer Pichardo

jnp5616@rit.edu | 914-608-7669 | linkedin.com/in/jennifer-pichardo |
github.com/RabunndaLuna

Objective

To obtain a co-op position in software development, using strong programming skills in C#, C++, HTML, and CSS. Available May 2022 - August 2022.

Education

Rochester Institute of Technology (RIT), Rochester, NY

Bachelor of Science, Game Design and Development

Expected Graduation Date: May 2023

GPA: 3.0

Skills

Programming Languages: C#, C++, HTML, CSS, JavaScript

Software Tools: Visual Studio 2019, Unity, Photoshop, Clip Studio Paint Pro, Autodesk Maya 2019, GitHub, Git, MonoGame

Projects

The Curse of Pandora's Box, Personal Solo Project

2 months (2019)

- Programmed and designed my own text-based adventure game using Visual Studio via a C# console application.

Calamity Witch, Academic Team Project

4 months (2020)

- Role: Lead Designer/Programmer. Designed and developed core aspects of the project's gameplay and mechanics.
- Worked with a team of 5 to develop a top-down arcade-style action game in C# with Visual Studio 2019 and MonoGame.

Run Larry Run, Academic Team Project

4 months (2021)

- Role: Group Lead/Programmer. Developed a Window Form App external tool to customize the creation of game objects. Helped design the core mechanics.
- Led a team of 5 to develop a 2D infinite runner game in C# with Visual Studio 2019 and MonoGame.