Jennifer Pichardo

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Objective

Seeking an internship/co-op to leverage strong programming and design skills in creating innovative and engaging interactive experiences. Available January 2025.

Education

Rochester Institute of Technology, Rochester, NY Golisano College of Computing and Information Sciences Bachelor of Science, Game Design and Development

Expected Graduation: May 2025

• GPA: 3.1

Skills

Programming Languages: C#, C++, HTML/CSS, JavaScript, TypeScript, Python, React **Software Tools:** Visual Studio, Unity, Figma, Axure, Github, Git, Unreal Engine

Work Experience

Web Developer Intern, Rochester Institute of Technology May 2024 - August 2024

- Designed and built a production site for promotion and documentation using CSS, HTML, and JavaScript to create responsive and user-friendly web pages.
- Learned and applied React to enhance the functionality and interactivity of the website.

Projects

Audio Visualizer | Academic Solo Project | 2023

Links: Live Demo | GitHub Repository

- Role: Front-End Developer. Developed an interactive audio visualizer utilizing the WebAudio API and HTML Canvas to render dynamic shapes based on audio frequencies.
- Programmed initially in JavaScript and refactored to TypeScript for improved maintainability.

GIF Finder | Personal Solo Project | 2023

Links: <u>Live Demo</u> | <u>GitHub Repository</u>

- Role: Front-End Developer. Built a web application to search GIFs using GIPHY API.
- Programmed core functionality using JavaScript to fetch and display GIFs.
- Designed and implemented UI/UX with HTML and CSS.

Fish Tank | Academic Solo Project | 2022

Links: <u>Live Demo</u> | <u>GitHub Repository</u>

- Role: Developer. Developed a fish tank simulation using Unity 2D and C#, employing autonomous agents and steering behaviors to mimic fish movements.
- Programmed agents with steering behavior algorithms to simulate realistic fish movements.
- Designed and created all art assets, including fish sprites and background elements.