

Jennifer Pichardo

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Objective

Seeking a co-op or internship position that uses strong programming skills and/or design to create innovative and captivating experiences.

Available from May 2024 to December 2024.

Skills

- Programming Languages: C#, C++, HTML, CSS, JavaScript, Python
- Software: Visual Studio, Unity, GitHub, Git, Maya, Photoshop

Education

Rochester Institute of Technology, Rochester, NY

Bachelor of Science, Game Design and Development

Expected Graduation Date: May 2025

Projects

GIF Finder, Personal Solo Project

1 month (2023)

- Role: Programmer. Programmed a GIF finder web application using the GIPHY API and JavaScript. Implemented UI/UX design with HTML and CSS.

HedgeBall, Personal Team Project

4 months (2022)

- Role: Level Designer/Technical Artist. Created 2D and 3D assets for levels in a randomly generated maze puzzle game with a team of 6.

Run Larry Run, Academic Team Project

4 months (2021)

- Role: Group Lead/Programmer. Developed a Windows Form App external tool to customize the creation of game objects. Helped design the core game mechanics.
- Led a team of 5 to develop a 2D infinite runner game in C# with Visual Studio 2019 and MonoGame. Organized weekly meetings, tracked the development process, and managed individual tasks.

Work Experience

Central Dining Student Worker, Brick City Cafe

September 2022 - Present

- Worked on multiple time-sensitive tasks in a fast-paced environment.
- Coordinated with other team members to delegate tasks efficiently.
- Provided excellent customer service by engaging with customers.