Shenabeth Jenkins

Silver Spring, MD · shenabeth.github.io

Contact

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www.github.com/Shenabeth

Education

University of Maryland College Park, MD
Major: Computer Science
Minor: Astronomy
Expected Graduation: May 2024

Montgomery College Rockville, MD
A.A. Computer Science

Skills

Google Analytics
Certification, July 2022

Adobe Photoshop
Certification, April 2017

Android Studio
Figma
Git / Github
React Native
Visual Studio / VS Code
Webflow

Languages

C
C++
C#
GML
Kotlin
HTML
CSS
Bootstrap
Java
JavaScript
Python

Experience

MAY 2022 – AUGUST 2023
Game Designer | Memley
- Mobile application development designer for an educational memory app
- Prototyped game levels, mechanics, and digital assets

MAY 2022 – AUGUST 2022
Data Analyst Intern | Quantyfiable Data Science Firm
- Worked with Google Analytics and advanced custom filters with regexes to complete freelance contracts
- Oversaw project management to lead a team of computer scientists

MAY 2022 – AUGUST 2022
Web Designer | Toucan Family Web Freelance
- Created logos, banner, UI designs, branding guides, prototypes, and websites for various clients
- Versatile team member, facilitating effective project coordination and task delegation

SEPTEMBER 2018 – DECEMBER 2020
Seasonal Sales Associate | Kohl's
- Cross-trained in multiple department duties in fast-paced seasonal work environments
- Skilled in bridging communication gaps across diverse audiences and optimizing customer experience

Projects

UniPlanner | Mobile Application
Originally the team leader of this Android development project, my team and I created a mobile productivity gaming app for making organization habits fun for students. I am now working on transforming it into a viable market product.
- Languages: Kotlin, JavaScript, TypeScript, CSS
- Software: Android Studio, Expo, React Native, VS Code

What's the Dog Doing? | Unity 3D Game
This endless tower defense game started off as a game development group project. I am expanding the concept and plan to develop the content into a full-fledged game.
- Languages: C#
- Software: Unity, Blender, Visual Studio, MAGIX Music Maker