

JENNIFER NI

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Education

University of California Berkeley
Full Stack Web Development Bootcamp

Sept 2019 - Mar 2020

San Jose State University
B.S. in Electrical Engineering with a minor in Computer Science

Aug 2016-Present
San Jose, CA

Expected graduation: Winter 2019

Projects

"Crystal Collector"

Oct 2019

A web game in which a random number is generated and the player is given four crystals. Under each crystal, is a random number. The player must use the crystals to obtain the number generated.

Programs Used: Javascript, CSS, HTML

"Hangman"

Sept 2019

A game of hangman using HTML, CSS and Javascript. It includes three categories: games, Disney movies and Pixar movies in which the player must guess the word using letters pressed before a certain amount of mistake guesses.

"Shopping Interface"

Using GUI's on Eclipse, I built a shopping interface where users can choose what they wanted to buy and the program will print the list of things bought as well as the total price.

Program and IDE used: Java: Eclipse

"Rock, Paper, Scissors game"

June 2018

I created a program that allows the player to play a game against the computer. The results are recorded and a betting system was added using virtual money.

Program and IDE used: Java: Eclipse

"The Guessing Game"

Oct 2017- Dec 2017

I wrote code using Visual Studio and Atmel Studio for a program in which it will generate a random number, and the player is given 7 guesses, in which the program will tell the player if their answer is greater than, less than, or if the player guessed right.

GitHub account:

SleepyJen

Work Experience

Registration Temp Key Events, San Francisco, CA

July 2012-Present

Description: Use apps on the ipad to check in guests, greet and direct visitors, handle inquiries, and help train other registration workers.