Alexander M. Jenness

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Objective

To obtain a job in the field of computer science starting July of 2017.

Education

University of Wisconsin – Stout, Wisconsin's Polytechnic University   Projected Graduation: May 2017
Bachelor of Science Degree   **GPA:** 3.1
Major: Game Design & Development: Computer Science
Minor: Math
Relevant Courses:
 Software Engineering, Database Systems, Systems Programming,
 Formal Language and Finite Automata, Computer Architecture, Computer Graphics
Language Experience: C++, Standard C, Java, Python, SQL, html, JavaScript, Assembly Language ,

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Special Projects

Rites of Umbra the Video Game (Unreal Game Engine / C++): Gained in-depth experience with C++ working on the networking team using the Unreal Game Engine. (Fall 2016 - Spring 2017)
Wisconsin Intercollegiate Athlete Conference Football Database (SQL): Developed knowledge on database systems and teamwork through a project consolidating information related to the 9 teams in the WIAC conference. (Spring 2016)
OrthoAnimals Video Game (HTML5/JavaScript): An educational video game teaching the basic relationships between orthographic and isometric views. I worked on dynamic scaling to maintain correct aspect ratio as well as to have game work with any window size as well as mobile devices.
Worms Game and Physics Engine(Python): A 2D physics engine incorporating collisions using the separating axis theorem, as well as projectiles and other physics simulations built into a Worms replica

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Work Experience

STAR Helpdesk.: Technician, Menomonie WI, September 2016 to present
Built my technological communication skills through daily interaction with students and staff that need help with their school issued laptops. Gained new experience in a workplace revolving around technology.

TechTacToe(Internship): Instructor/Developer, Twin Cities Area MN, June 2016 to September 2016
Taught students Introductory Java through a class developed by myself consisting of 18 hours of content.
Developed an Introduction to Webpage Programming camp consisting of about 18 hours of content.
Developed a Mobile Game Design camp that uses Game-Maker Studio consisting of about 18 hours of content.

Chipotle: Crew member, Shakopee MN, May 2015 to August 2015
Efficiently communicated with customers to fulfill orders in an accurate and timely manner.
Properly honed multitasking skills through customer interactions and preparing food at the same time.