

# JESSE BENNETT

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## SKILLS

Python, C#, JavaScript, Java, Kotlin, Swift, HTML, CSS, Ruby, Visual Studio Code, Unity, Android Studio, Cursor, Xcode, Windows, MacOS, Linux, Bash, Git, Perforce, MySQL

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## EDUCATION

**BS in Computer Science** (Computing Systems/Artificial Intelligence) | Senior at TMU | GPA 3.49

**Coursework:** Software Engineering, Networking Principles and Architecture, Data Structures and Algorithms, Computer Hardware, Computer Organization and Architecture, Database Management Systems, Web App Development, Linux, Operating Systems, Machine Learning, Artificial Intelligence, Computer Vision, Programming Languages & Theory, Intro to Computer Programming, Computer Security, Discrete Math, Calculus 1

**PACIFIC COAST ACADEMY** | Valedictorian | GPA 4.08

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## WORK EXPERIENCE

### SOFTWARE ENGINEERING INTERN, VIASAT (2023 - PRESENT)

- Python, Visual Studio Code, Perforce, Jira
- Developed automated tests to ensure military airplane transponders reply to RF environments within AIMS expectations.
- Worked closely with other team members to ensure full compliance with government certification standards.

### INDIE GAME DEVELOPER, BENNETT APPS (2014 - 2023)

- C#, Unity Game Engine, Visual Studio, Kanban
- Created distinctive, appealing games by devising fresh and engaging art, sound, video, and AI behaviors.
- Generated over 2 million impressions through marketing strategies and content creation.

### MOBILE APP DEVELOPER INTERN, CHIH CHOU (2019 - 2020)

- Xcode, Swift, Android Studio, Kotlin, Agile, Git, App Center, Fabric
  - Conferred with project manager to understand software design specifications and plan optimal development approaches.
  - Integrated object-oriented design and development techniques into projects to support usability goals.
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## PROJECTS

### SKYDOM (PC GAME)

- Employed latest game design software to create layouts, levels, characters, and individual game elements and aspects.
- Accomplished project objectives in technical and design areas to facilitate smooth, customer-focused gameplay.
- Applied market knowledge and customer insight analysis to drive sales through targeted promotions.

### MOBILE APPLICATIONS

- Employed the Unity Game Engine and C# programming language ported to native mobile applications.
- Defined and directed design processes at all stages including conceptualization, implementation, testing, and publication.
- Developed, troubleshooted, and updated a variety of applications.

### WEBSITE (BENNETTAPPS.COM)

- HTML5, CSS3, Bootstrap, Github pages
- Increased web traffic by improving navigation, creating dynamic media sections, and adding social media plugins.
- Created images and redirect links for use in marketing campaigns.