JESSE BENNETT

San Diego, California | 858-868-1558 | jesse@bennettapps.com | bennettapps.com

---

SKILLS

Python, C#, JavaScript, Java, Kotlin, Swift, HTML, CSS, Ruby on Rails, Jupyter, Linux, Bash, Git, Perforce, MySQL, Jira, Agile, Embedded Systems, Realtime Systems, Unity, VSCode, Xcode, Android Studio, OOP, Software Engineering, Game Development, Frontend Development, Mobile Development, Web Development, TDD, Debugging, Automation, UI/UX, ML, AI, Problem Solving, Teamwork, Public Speaking, Communication, Optimization

---

EDUCATION

Bachelor of Computer Science (Computing Systems/Artificial Intelligence) | TMU 2024 | GPA 3.52
Coursework: Software Engineering, Data Structures and Algorithms, Networking Principles and Architecture, Computer Hardware, Computer Organization and Architecture, Database Management Systems, Web App Development, Linux, Operating Systems, Machine Learning, Natural Language Processing, Artificial Intelligence, Computer Vision, Programming Languages & Theory, Computer Security, Senior Seminar (Capstone), Discrete Mathematics, Calculus 1

WORK EXPERIENCE

VIASAT INC
Software Engineer (May 2024 – Present)
- JavaScript, Linux, Bash, OOP
- Rewrite 40-million-dollar contract codebase to scale more efficiently and up standards.
- Communicate with project manager to ensure highest quality release.

Software Engineering Intern (May 2023 – August 2023)
- Python, VSCode, Perforce, Jira, Waterfall, Embedded Systems, Realtime Systems, RFEG
- 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.

BENNETT APPS
Founder, Indie Game Developer (April 2014 – Present)
- C#, Unity Game Engine, Game Development, Visual Studio, Kanban
- Planned, developed, tested, published, sold, and maintained original video game applications.
- Generated over 2 million impressions through marketing strategies and content creation.

PROJECTS

SKYDOM (PC GAME)
- C#, Unity Game Engine, Game Development, Visual Studio, Kanban
- 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.

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.

MACHINE LEARNING STOCK PREDICTION (SENIOR CAPSTONE)
- Python, Jupyter, Machine Learning, Neural Networks, Deep Learning, Regression, LSTM
- Prepare historical data for various Artificial Intelligence Models.
- Develop AI to predict a stock's gain within a one-year period to aid in financial and investment decisions.