Claudia Jodlowski

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Education

Northeastern University

*Bachelor of Science in Computer Science and Game Development* Sept 2018 – May 2022

**GPA:** 3.65

**Relevant Courses:** Fundamentals of Software Engineering, Building Game Engines, Game Programming, Programming in C++, Web Development, Computer Graphics

Skills – C#, C++, C, Typescript, Python, JavaScript

Unity, Git/GitHub, Azure DevOps, PlasticSCM, MongoDB, Blender

Work Experience

**Application Developer –** *Fasttek Global / UPS* Sept 2022 – Present

* Maintaining code and providing bug fixes within an Angular typescript C# application, investigating causes for bugs and communicating with teams to solve external code issues
* Communicating with other application and design teams to confirm user stories and appropriate flows
* Using azure dev ops to maintain a 2-week sprint schedule, keeping track of sprint tasks and repository branches. As scrum master will ask about current code issues and maintain backlog items

**Game Programming Teacher's Assistant –** *Northeastern University* Jan 2022 – May 2022

**Programming in C++ Teacher's Assistant** – *Northeastern University* Sept 2021 – Dec 2021

**Unity Game Programmer** – *Sabrefish Studios – Habit of Force* May 2021 – Aug 2021

* Rebuilt code base to follow Unity programming practices, allowing for increased flexibility and less coupling between scripts.
* Communicated and organized with creators of previous codebase to ease transition of functionality and assets into the new system.
* Collaborated with programming and game design teams to establish base rules for level creation, and created a level creation tool to allow for easier level prototyping and testing.
* Cooperated with 3D animators to establish an animation template and workflow for characters, abstracting and simplifying animation scripts.
* Note: This is a professor led studio

**Software Engineering Intern** – *MKS Instruments Inc.*  July 2020 – Dec 2020

* Created an application using Visual C# and XAML that allows a user to connect to and send commands to a gas instrument.
* Analyzed C++ code to check for dependencies and noted areas of potential data loss or corruption, identifying problem areas within the code structure that was sent to development teams.
* Created a C++ application that would convert a continuous 18-bit stream into readable 32-bit integers.

Projects

**Sniper Duels –** Unity, C#, Fishnet – In Progress

* Multiplayer game with focus on stealth dueling another player as snipers

**Inconvenience Store –** Unity, C#, Blender – Senior Capstone

* Individual project about grocery shopping in the metaverse.
* Worked on programming, level design, and 3D modeling.

**Good Housekeyping –** Unity, C# - Global Game Jam 2021

* Global Game Jam entry about trying to find your house keys in a large pile of cardboard boxes.
* Worked on level generation, timer, game states, and some handheld items.

**Simple Wind Shader –** C++, SDL, GLSL – Computer Graphics Project

* Program that creates a wind effect on a 2D texture, where wind “strength” is affected by mouse position
* Edited base code and created the vertex and fragment shaders