

Dakota Jones

Software and Game Developer

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Experience

QA Developer - Camera Certification for Control4

April 2019 - Present: Salt Lake City, Utah

- Create an android app that can request a stream from a camera and verify that the stream is error free and its specs are what was requested. The app is for internal use to help certify camera drivers with Control4's systems.
- Technologies: Android Studio, Java, Git, Espresso, Mockito

Game Developer – Splash Uncles for Utah Jazz

January 2019 - March 2019: Salt Lake City, Utah

- Modeled and made UV maps for objects for use within the game and implemented player models and animations. Guided the team's vision, advised team members on project decisions, and maintained project documents and backlog to streamline planning and development.
- Technologies: Unity, C#, Git, Probuilder, Blender

Capstone Project - Happy Place

October 2018 - December 2018: Salt Lake City, Utah

- Happy Place is a Virtual Reality game where a player can customize an environment, such as a forest or room, to be completely catered to whatever makes the player feel calm and relaxed.
- Technologies: Unity, C#, VR Toolkit, Git

Neumont College of Computer Science / Academic Coach

February 2017 - Present: Salt Lake City, Utah

- Had regular scheduled tutoring hours and scheduled one on one sessions with students as necessary to improve their performance in class

Education

Neumont College of Computer Science / BS in Software and Game Development

September 2016 - September 2019: Salt Lake City, Utah

- Presidents List - September 2016 to present

Achievements/Awards

President of Spectrum

April 2018 – Present

Leader of Society of Women Engineers

April 2018 – January 2019

Technologies

- Android
- ASP.Net MVC
- C#/.Net
- C++
- GIT
- Java
- Javascript
- HTML/CSS
- SQL
- WPF/UWP

Tools

- Visual Studio
- Visual Studio Code
- Android Studio
- Jenkins
- Eclipse
- Atom
- Maya
- Blender
- Unity
- Unreal

Methodologies

- Agile
- SCRUM
- Kanban
- Waterfall