# **Emily L. Bender**

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#### SKILLS

- Programming and Markup Languages: JavaScript, Java, C#, C++, HTML5, CSS3, SASS, SQL
- Libraries, Frameworks and Engines: React.js, Bootstrap, Unity, Unreal Engine 4, Phaser 3, express.js, ASP.NET Core MVC, .NET Framework, Maven and Spring Boot

#### **PROJECTS**

### "Pizza Place" - Java Swing GUI, github.com/ebender17/pizza\_place

- JFrame based GUI application that allows a person to construct an order for pizza
- Completed for Computer Programming II Coursework
- Allotted extra credit for implementing Singleton and Observer design patterns

#### "Bucket" - JavaScript/Phaser 3 Web Game, github.com/ebender17/Bucket-Final-Project

- Web Game application where Player travels through houses and completes puzzles
- Final group project for Web Game Development Coursework
- Created with JavaScript, Phaser 3, HTML and CSS

#### sw.siemens.com

- One site Siemens developer team maintains
- Developed Video, Buttons, and more components on site
- Complete various tasks to maintain site

#### "Rocket Boost" - Unity 3D Project, github.com/ebender17/rocket\_

- Player must get Rocket from Point A to Point B while avoiding obstacles to progress
- Built completing "Complete C# Unity Game Developer 3D" from Udemy

#### WORK EXPERIENCE

## Siemens, Milford, OH

Junior Web Developer

Co-op January 2020 – August 2020 Part-time Employment August 2020 – Present

- Worked with scrum team to develop and maintain Siemens' satellite sites
- Utilization of JavaScript web development, including use of npm and React
- Operated headless CMS to develop static websites using React and Eleventy
- Application of cloud computing platforms through Amazon Web Services
- Enhanced professional communication/presentation skills
- Proficient at team based, remote networking utilizing Microsoft Teams

#### Country Fresh Farm Market & Wine Depot, Cincinnati, OH

Cashier, March 2019 – November 2019

#### Graeter's Ice Cream, Cincinnati, OH

General Employee, March 2015 – August 2016

#### **EDUCATION**

## BS/MS, Information Technology, Software Development

**University of Cincinnati, OH** 

Expected Graduation May 2022

- Cincinnatus Scholarship Recipient, 4 years
- GPA of 3.981 on 4.0 scale, 117 credit hours

Availability for Co-Op: April 31st – August 7th, 2021