

# Emily L. Bender

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## SKILLS

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

## PROJECTS

**“Galactic Guardian” – C++ Console App Game,**  
**<https://github.com/ebender17/Galactic-Guardian->**

- Created top-down space shooter for Technical C++ Programming Challenge
- Displays C/C++ skills

**“Bucket” – JavaScript/Phaser 3 Web Game, [github.com/ebender17/Bucket-Final-Project](https://github.com/ebender17/Bucket-Final-Project)**

- Developed adventure puzzle web game with group for Web Game Development final project
- Utilized skills with JavaScript, Phaser 3, HTML and CSS

**“Mars Rocket” – Unity 3D Project, [github.com/ebender17/rocket\\_boost](https://github.com/ebender17/rocket_boost)**

- Learned about developing 3D Projects in Unity and added to Game Development knowledge
- Demonstrates basic knowledge of C# and Unity Game Engine

**“Dungeon Escape” – (In Progress) Unreal Engine 4 Project,**  
**[github.com/ebender17/MedievalDungeonEscape](https://github.com/ebender17/MedievalDungeonEscape)**

- Learning basics of Unreal Game Engine 4
- Building game level where objective is to escape the dungeon

## 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*

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

**Availability for Co-Op: April 31<sup>st</sup> – August 7<sup>th</sup>, 2021**