FRANDY JAY-R USI
SOFTWARE DEVELOPER

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TECHNICAL SKILLS

Languages: C/C++ , JavaScript, HTML5, CSS, Node.js, SFML, MelonJS, Bootstrap
Tools: Github, Photoshop

EDUCATION

Oregon State University - Corvallis, OR   **2017 - 2018**
B.S. in Computer Science
GPA: 3.86

University of California, Santa Barbara - Santa Barbara, CA   **2012 - 2016**
B.S. in Biological Science
GPA: 3.5

PROJECTS

Elemental Tower Defense (Team) | bit.ly/ElementalTDFJ | bit.ly/ElementalTDGitHub
- Led a team of 3 developers to create a browser based game with specialized elemental towers, providing dynamic game strategies and play.
- Designed the overall game's system and flow, overseeing and troubleshooting members' codes in weekly progress meetings.
- Utilized the MelonJS framework for efficient rendering of game sprites with organized and encapsulated object files.

Tech Stack: JavaScript, HTML5, Node.JS, MelonJS

Space Shooter (Solo) | bit.ly/SpaceShooterFJ | bit.ly/SpaceShooterGitHub
- Space Invader game utilizing a retro gaming style, providing a dynamic and engaging experience for the player with varying difficulty throughout the levels.
- Created smoothly interacting, encapsulated objects, ensuring level progression, power boosts, and diverse enemy units ran flawlessly.
- Developed a tree-based iteration algorithm, creating an efficient and optimized rendering of game objects and entities.

Tech Stack: C++, SFML

Snake Clone (Solo) | bit.ly/SnakeCloneFU | bit.ly/SnakeCloneGitHub
- A clone of the classic Snake game implementing vivid sprites and animated sound effects, improving upon the original's visual and engagement capabilities.
- Created concise, reusable functions with the Simple Fast Multimedia Library (SFML).
- Organized efficient, clean, and encapsulated code, implementing core object oriented programming principles.

Tech Stack: C++, SFML

PROFESSIONAL EXPERIENCE

Oregon State Computer Science Department, Teaching Assistant   **2017 - 2018**
- Guided 1,200+ students' growth throughout the semester by providing prompt, engaging instruction, achieving student's practical grade goals with a 97% success rate.
- Conducted weekly office hours, developing personalized lessons for struggling students, debugging and effectively communicating the flaws in a berth of coding errors, and flexibly assisting in labs, projects, and other related programming questions.
- Assessed over 40 assignments weekly, punctually and accurately delineating why a student's code met or failed to meet an assignment's requirements to engage seamless communication and support to both the professor and students.