

# FRANDY JAY-R USI

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## TECHNICAL SKILLS

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**Languages:** C/C++ , JavaScript, HTML5, CSS, Node.js, SFML, MelonJS, Bootstrap

**Tools:** Git, Photoshop

## EDUCATION

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**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

## PROJECTS

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**Elemental Tower Defense** | [bit.ly/ElementalTDFJ](https://bit.ly/ElementalTDFJ) | [bit.ly/ElementalTDGitHub](https://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.
- Developed the overall game's system design 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** | [bit.ly/SpaceShooterFJ](https://bit.ly/SpaceShooterFJ) | [bit.ly/SpaceShooterGitHub](https://bit.ly/SpaceShooterGitHub)

- Space Invader game providing engaging and dynamic play through level progression, power boosts, and diverse enemy units.
- Developed a tree-based iteration algorithm, creating an efficient and optimized rendering of game objects and entities.

**Tech Stack:** C++, SFML

**Snake Clone** | [bit.ly/SnakeCloneFU](https://bit.ly/SnakeCloneFU) | [bit.ly/SnakeCloneGitHub](https://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

**Budget Tracker** | [bit.ly/BudgetTrackerFJ](https://bit.ly/BudgetTrackerFJ) | [bit.ly/BudgetTrackerGitHub](https://bit.ly/BudgetTrackerGitHub)

- Web application intended for personal budget and expense management.
- Provides a user-friendly interface allowing users to effortlessly add, remove, and calculate a list of incomes and expenses.
- Designed a user-friendly front-end interface with Bootstrap, creating a responsive browser application with seamless interactions.

**Tech Stack:** JavaScript, HTML5, CSS, Bootstrap

## PROFESSIONAL EXPERIENCE

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**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.