Jabrecia Washington

Front End Engineer and Software Engineering Specialist

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Skills

Programming: C#, C++, Java, JavaScript, TypeScript, Node.js, HTML, CSS, HLSL
Libraries/Frameworks: React, Vue.js, DirectX 11
Technologies: Unity Engine, Unreal Engine, PixiJS, Three.js, Postman, Git, GitHub, Jira, Figma, Trello, AWS, ImGUI, Microsoft Office, Google Workspace

Professional Experience

Cashier/Tea Maker, Taichi Bubble Tea   Jul 2024 – Present
- Demonstrated **ability to work under pressure** by serving 100+ customers per shift, **maintaining customer satisfaction**
- Worked directly with customers to **deliver a final product** that met their demands
- Presented a stately store to customers, **attracting more people to our product**
- Showcased **conflict resolution skills** by prioritizing consumer happiness, **securing return customers**

Web Developer, Changeling VR (Xana Ad Hoc)   Jan 2024 – May 2024
- Dynamically created content using **Vue.js** components, **decreasing page load times**
- Prioritized accessibility across screens with optimized **UI/UX** design, improving **user experience**
- Optimized **JavaScript** code to enhance performance, **decreasing loading speeds by 3%**

Software Engineering Intern, Liberty Mutual Insurance   May 2023 – Aug 2023
- Created API that aids in callback testing using **TypeScript** to improve testing speeds
- Utilized **AWS** to create a serverless backend, prioritizing **scalability** using **declarative & functional programming**
- **Increased callback testing speed by 10.3%** by removing manual function calls
- Participated in full software development lifecycle (**SDLC**) on an **agile** team with continuous integration
- Wrote **unit tests** and performed **code reviews** to ensure the API was working effectively

Teaching Assistant, GCCIS School of Interactive Games and Media   Aug 2022 – Dec 2023
- Showcased ability to effectively communicate programming concepts by teaching students core programming (**C#**) concepts, improving academic performance by 15%
- Demonstrated organizational skills by maintaining accurate records of student performance
- Displayed a strong understanding of C# programming while being the first source of information for students

Projects

The Black Game Dev Hub, Hackathon Project   Feb 2024
- Developed a dynamic website utilizing **HTML** Web Components built with **JavaScript** to enhance user experience
- Conceptualized and designed web pages with dynamic loading capabilities to optimize performance
- Established a user-friendly interface to attract Black game developers to the available resources
- Demonstrated a commitment to foster an inclusive community in the game development industry

Simple Graphics Engine, Academic Project   Aug 2023 – Dec 2023
- Built the engine in **DirectX 11** so it can work with different hardware setups
- Applied linear algebra and 3D mathematics concepts to render images to the screen
- Utilized **C++**, **C**, **HLSL**, and provided **DirectX** functionality to add material and post processing support
- Used the ImGUI library to provide a simple interface for interacting with the engine

Education

Bachelor of Science, Game Design and Development   Rochester Institute of Technology
Minor: Psychology   Completed May 2024