

Jabrecia Washington

New Grad Software Engineer and Front End Engineer

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Education

Bachelor of Science, Game Design and Development

Rochester Institute of Technology

Minor: Psychology

Completed May 2024

Relevant Coursework: Data Structures and Algorithms, Rich Media Web App Development, Experience Design for Games and Media, Game Graphics Programming

Skills

Programming: C#, C++, JavaScript, Node.js, HTML, CSS, HLSL

Libraries/Frameworks/APIs: React, Vue.js, DirectX 11

Technologies: Unity Engine, Unreal Engine, Postman, Git, GitHub, Jira, Figma, Trello, ImGui

Professional Experience

Web Developer, Changeling VR (Xana Ad Hoc)

Jan 2024 – May 2024

- Decreased amount of content downloaded on page load using **Vue.js** components to dynamically create content
- Prioritized accessibility across screens with optimized **UX** design, improving **user experience**
- Redesigned character specific experiences with **CSS** to better represent each character
- Optimized **JavaScript** code to enhance performance and **decrease loading speeds by 3%**

Software Engineering Intern, Liberty Mutual Insurance

May 2023 – Aug 2023

- Tasked with creating an API that aids in callback testing using **TypeScript** to increase testing speeds
- **Increased callback testing speed by 10.3%** by removing requirement for manual function calls
- Participated in the full software development lifecycle (**SDLC**) of the API product on an **agile** team while implementing continuous integration
- Wrote **unit tests** and performed **code reviews** to ensure the API was working effectively

Projects

The Black Game Dev Hub

Feb 2024

Independently developed a website for Black Game Devs for Black Wings Hacks 2024

- Developed a dynamic website utilizing **HTML** Web Components built with **JavaScript** and styled with **CSS** to enhance user experience
- Designed multiple web pages with dynamic loading capabilities to **optimize performance**
- Established a user-friendly interface to attract Black game developers to the available resources

Simple Graphics Engine

Aug 2023 – Dec 2023

Independently developed a simple graphics engine for Foundations of Game Graphics Programming

- 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

Audio Visualizer

Mar 2023

Independently developed a unique visual and auditory experience in a web app with HTML Canvas

- Utilized the WebAudio API with **JavaScript** to convert audio frequencies to usable data
 - Presented audio visualization by affecting the **HTML Canvas** with the acquired audio data
 - Simulated changes in visuals based on the frequencies in each audio file
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