**J A I E L L T A Y L O R**

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| **EDUCATION & TRAINING**  **Iona College,** School of Arts and Science, New Rochelle, NY  B.S in Computer Science, Concentration in Game Development  GPA: 3.17  **SKILLS**  **Technical Skills:** MS Office Applications, Adobe Photoshop, Unity Engine  **Programming Languages:** Python, C#, Swift, Java  **WORK EXPERIENCE**  **GAP Inc.**  *Sales Associate / August 2019 - Present / Yonkers, NY*   * Successfully assist customers with product selections, inquiries, and purchases * Operate Point of Sale systems in support of other coworkers * Return unsold product to shelves in an efficient and timely manner * Manage and monitor customer head count in accordance with COVID-19 procedures   **The Digital Arts Experience**  *Part Time Instructor / January 2021-January 2022 / Yonkers, NY*   * Work with students in teaching the features in the Unity Engine utilizng C# * Teach students preliminary Python through personalized projects using repl.it * Work with groups of students to foster interest in Game Design via Roblox   **PROJECTS**  **Iona College Senior Design Project: Virtual Breadboard Simulator**  Used Unity Engine to design a sim in which students can interact with and modify a Breadboard, as supplement lab equipment for remote students  **Unity First Person: Fear The Light**  Used Unity Engine to create a small First Person Sci-fi Horror game with exploration and puzzle elements  **Unity VR Multiplayer: Hardcore Parkour**  Used Unity Engine VR to create a parkour based multiplayer game with team based obstacle courses and an optional competitive obstacle race.  **IOS Mobile Game: Glitch**  Used Unity to design a 2D dungeon crawler about solving puzzles and mysteries. |
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