Jalen Moore

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EDUCATION

Loyola University New Orleans
B.S. in Computer Science – Game Programming, UHP   08/2021 – 12/2024

- Honors: 3.98 GPA, Dean's List, Summa Cum Laude
- Relevant Coursework: Game Programming, Game Design, Software Engineering, Artificial Intelligence, Machine Learning, Relational Databases, Linear Algebra

EXPERIENCE

Digital Age Quality Assurance Corp.   02/2025 – Present
QA Tester

- Participated in regular Beta and Focus tests for pre-release video games across multiple genres and platforms
- Followed structured test plans to evaluate gameplay mechanics, control schemes, and player experience
- Delivered detailed written feedback and survey responses to developers, supporting iterative design improvements
- Identified, documented, and reported bugs and performance issues to improve overall game stability and user experience

Loyola University New Orleans   08/2023 – 12/2024
Student Tutor

- Conducted 143 tutoring sessions in computer science, calculus, and algebra
- Guided 30+ students through the registration process, improving student engagement
- Assisted students with debugging, code optimization, and general problem solving
- Applied professional teaching methodologies to enhance tutoring effectiveness and improve student comprehension and retention

Radical AI Lab   05/2024 – 08/2024
AI Engineer

- Developed an AI teaching assistant that leveraged the Google Gemini large language model to produce automated content
- Designed a flashcard and multiple-choice quiz generator capable of taking in information, reviewing it, and creating educational resources
- Collaborated in a cross-functional team by attending daily agile meetings, contributing to development for a worksheet generator

PROJECTS

- **Escape Protocol** – a casual game that utilizes an XGBoost algorithm to dynamically modify game difficulty
- **Gather 'Round the Campfire** – a story-driven adventure centered around five hikers in a winter forest
- **Stranded** – a first-person survival shooter where the goal is to defend watchtowers from sea creatures
- **The Legendary PB&J** – a text-based adventure game through a crowded mansion where the player must collect sandwich ingredients

SKILLS & PERSONAL

- Programming Languages & Tools: C++, C#, Python, Java, Visual Studio Code, React
- Game Development & Technologies: Unity, Object-Oriented Programming, Machine Learning
- Soft Skills: Communication, Collaboration, Teamwork, Reliability, Leadership