# Jessica Andzouana

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### **Skills**

- · General Languages: C, C++, C#, Python, Java
- · Web: HTML, CSS, JavaScript, JQUERY, SQL
- · Programs: Photoshop, Illustrator, Moho, Maya, Unity
- Art: 2D Animation, 3D Modelling & Animation, Character Design, Digital Illustration, Graphic Design, Basic Digital Sculpting
- · Languages: English, Russian, French

#### **Education**

#### SANTA CLARA UNIVERSITY

- · B.S in Computer Science, B.A in Studio Art, expected in June 2017; GPA 3.47
- Relevant coursework: Object-oriented Programming, Programming Languages, Automata Theory, Theory of Algorithms, Cryptography, Operating Systems, Abstract & Linear Algebra, Computer Imaging, Intro to 3D Animation

## **Projects**

- · Virtual Reality: Developed a short interactive virtual reality project for mobile VR using Maya and Unity
- · Portfolio Website: Created my personal artistic portfolio using HTML, CSS and JQUERY with basic back-end functions
- Educational Camp Website: Developed a dynamic and interactive website in a team of four. Primarily worked on backend functionalities using PHP and SQL.
- · Animation: Planned and created several short animations from the initial storyboard to the final video and audio edits

# **Work Experience**

## IMAGINARIUM ART LAB ASSISTANT

Santa Clara, CA; April 2017 - Present

- · Assist with demonstrations of VR tools and equipment
- $\cdot\,$  Support faculty with asset creation for Virtual Reality projects
- · Monitor students and faculty for safety when utilizing the lab classrooms

## ILLUSTRATOR | LITTLE GIRL SOUP

Santa Clara, CA; January 2017 - Present

 $\boldsymbol{\cdot}$  Closely work with author to produce book illustrations for Little Girl Soup

#### INSTRUCTOR | iDTech

Berkeley, CA; June 2014 - August 2014

- $\boldsymbol{\cdot}$  Prepared lesson plans and taught various programming classes to students of various ages
- · Planned and facilitated various indoor and outdoor activities

#### **Extracurricular Activities**

## MATH/COMPUTER SCIENCE SOCIETY | PRESIDENT June 2016 - Present

 Plan various activities and events to educate and foster a sense of community among the Math and Computer Science students