

Jessica Andzouana

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Profile

Enthusiastic artist and programmer dedicated to the development of VR/AR software and applications. Experience includes Unity 3D development, front-end development, and design. Passion for education, especially empowerment of girls in STEM.

Skills

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

Work Experience

IMAGINARIUM ART LAB ASSISTANT

Santa Clara, CA; April 2017 – June 2017

- Developed and designed applications for Virtual Reality projects
- Demonstrated Oculus Rift and HTC Vive VR experiences to faculty and students
- Researched interdisciplinary applications of Virtual Reality in classrooms

ILLUSTRATOR | LITTLE GIRL SOUP

Santa Clara, CA; January 2017 – June 2017

- Closely worked with author to produce sketches and layouts for an illustrated children's book
- Created finalized digital illustrations in a timely manner

INSTRUCTOR | iDTech

Berkeley, CA; June 2014 – August 2014

- Taught students fundamental programming skills through personalized lessons
- Assisted students with applying their skills and knowledge to successfully create individual projects

Projects

- **Mobile VR:** Developed a short interactive virtual reality project using Maya and Unity based on an animation I have previously created.
- **VR Gallery:** Created a virtual art gallery exhibiting artwork and music created by students for Oculus Rift.
- **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 back-end functionalities using PHP and SQL.

Education

SANTA CLARA UNIVERSITY

- B.S in Computer Science, B.A in Studio Art, received in June 2017; GPA 3.5
- Honors: Member of Upsilon Pi Epsilon, Cum Laude
- President of Math/Computer Science Society
- Relevant coursework: Object-oriented Programming, Programming Languages, Intro to Web Programming, Theory of Algorithms, Cryptography, Operating Systems, Physics, Linear Algebra, Computer Imaging, Intro to 3D Animation