

Jessica Andzouana

jandzouana@gmail.com | (510)470-2990 | [linkedin.com/in/jandzouana](https://www.linkedin.com/in/jandzouana) | github.com/jandzouana | animatedjess.com

Profile

Focused, creative programmer with a passion for emerging technologies. My unique background, both as a programmer and artist, paired with a highly design conscious mindset, enables me to to capitalize on my cross-disciplinary skill set to produce creative solutions.

Skills

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

Relevant Experience

SOFTWARE ENGINEERING INTERN | STURFEE INC.

Santa Clara, CA; June 2017 – January 2018

- Created C# scripts, using the Unity API, to perform functions involving game mechanics, physics, and UI for a location based MR/AR game for Android and iOS
- Integrated communication between front-end systems and API services
- Created 2D and 3D art assets and design pieces using Illustrator and Photoshop

IMAGINARIUM ART LAB ASSISTANT | SANTA CLARA UNIVERSITY

Santa Clara, CA; April 2017 – June 2017

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

Leadership Experience

ALUMNI ADVISOR | SKILLS FOR GOOD @ SANTA CLARA UNIVERSITY

Santa Clara, CA; September 2017 – present

- Co-founder of SFG, a club aimed to create impactful projects from ideation to completion in fast paced 4-5 week sessions
- Plan and facilitate board and general meetings

Projects

- **One and Done:** Designed flow and created mockups for a productivity/accountability app
- **Mobile VR App:** Developed and created a 3D environment for an interactive VR project using Maya and Unity
- **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

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, Senior Recognition Award (Art and Art History Department)
- 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