Jan Fic

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EDUCATION

Bachelor of Arts in Computer Science – New College of Florida *AUGUST 2018 – MAY 2022*

Relevant Courses: Software Engineering, AI through Machine Game Playing, Object Oriented Design, Object Oriented Programming, Data Structures, Algorithms, Graph Theory, Computer Networks, Computer Architecture, Natural Language Processing, Cryptography and Data Privacy

PROJECTS

Honors Thesis: Exploring Extensibility in Turn-Based Online Multiplayer Games *SPRING 2022*
Presented and defended a paper exploring the extensibility of online puzzle games and design paradigms found in the industry and developed and maintained Computer Combat, a puzzle game applying concepts found in the paper.

Computer Combat: A Multiplayer Match-Three Strategy Card Game *AUGUST 2021 - PRESENT*
Independently developed a prototype of a multi-platform game built with a Java based framework, libGDX along with an accompanying game and player data API utilizing AWS, GitHub, Docker, and Flask. More information at: https://janfic.itch.io/computer-combat

SPACE JUNK: A libGDX Game Jam 18 Submission Project *SEPTEMBER 2021*
Deployed a small browser-based HTML5 game within 7 days for libGDX's Game Jam 18. More information at: https://janfic.itch.io/spacejunk

Software Prototype: Data Collection and Visualization of NGO Campus Visits *SPRING 2020*
Lead and directed a group of peers as Project Manager in a 7-week sprint to create software that is easy to use, low in cost, and privacy secure, for an external client, Glasser-Schoenbaum, a NGO near New College of Florida with Agile methodology

EXPERIENCE

Software Engineering Intern *AUGUST 2019 – SEPTEMBER 2020*
CACI BIT Systems

- Worked with Agile team lead to design and implement an AWS Virtual Private Cloud
- Worked across various VPC's while interacting successfully with security protocols and DevOps.
- Implemented and tested Lambda-based ETL process for loading data extracted from monitoring units (Remote Sensing) into an Aurora-Postgres Serverless data environment.

Computer Science Teaching Assistant at
New College of Florida

Worked closely with professors and students to ensure success of my peers and the class. Assisted five professors over three years to increase satisfaction and understanding of college level courses: Introduction to C, Object Oriented Programming, Software Engineering, and Data Structures.