

Jared Fellin
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EDUCATION

University of California, Los Angeles (UCLA)

B.S. in Computer Science

Expected Graduation: June 2028

WORK EXPERIENCE

Cathedral High School | *Robotics Instructor*

Jun - Jul 2022

- Led robotics summer course for middle school students interested in engineering.
- Taught students how to construct, wire, remotely control, and disassemble a robot using standard hardware.
- Enforced lab safety and taught proper handling of power tools.

UCLA Recreation | *Lifeguard*

Oct 2024 - Present

- Maintain certifications in CPR, AED, and rescue techniques through regular training.
- Conduct pool inspections and chemical checks to ensure a safe environment.
- Ensure safety through attentiveness and clear communication.

PROJECTS

Wonky Kong | C++, OpenGL, FreeGLUT

- Developed a 2D platformer game with custom collision detection and sprite logic.
- Built object-oriented game components to handle keyboard input and rendering.

Personal Website | HTML, CSS, JavaScript

- Designed and built a responsive portfolio site from scratch, hosted at jaredfellin.com.
- Integrated a project showcase and contact form; deployed using GitHub Pages.

TECHNICAL SKILLS

- **Languages:** Java, C++, JavaScript, Python, HTML/CSS
- **Tools:** Git, Linux, Bash, Xcode
- **Concepts:** Object-Oriented Programming, Functional Programming, Data Structures, Algorithms