

**Jared Fellin**  
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## EDUCATION

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### **University of California, Los Angeles (UCLA)**

*B.S. in Computer Science*

**Expected Graduation:** June 2028

**Relevant Coursework:** Computer Science I & II (C++ programming, OOP, data structures, recursion), Computer Organization (assembly, computer architecture, , memory management, operating systems)

## WORK EXPERIENCE

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### **Cathedral High School | *Robotics Instructor*** Jun - Jul 2022

- Led a hands-on summer robotics program for middle school students interested in STEM and engineering.
- Introduced students to basic concepts in circuitry, mechanical design, and control systems through engaging, project-based learning
- Emphasized safety and tool handling protocols in a lab environment.

### **UCLA Recreation | *Lifeguard*** Oct 2024 - Present

- Maintain certifications in CPR, AED, and water rescue techniques through regular training.
- Conduct pool inspections and chemical checks to ensure a safe environment.
- Ensure a safe environment through constant attentiveness and clear, professional communication with both patrons and team members.

## PROJECTS

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### **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.
- Applied core game development principles such as game loops, event handling, and state management to build smooth, responsive gameplay.

### **Personal Website | HTML, CSS, JavaScript**

- Designed and built a responsive portfolio site from scratch, hosted at [jaredfellin.com](http://jaredfellin.com).
- Integrated a project showcase and contact form; deployed using GitHub Pages.
- Implemented mobile-first responsive design and used semantic HTML to improve accessibility and SEO.

## TECHNICAL SKILLS

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- **Languages:** Java, C++, JavaScript, Python, HTML/CSS
- **Tools:** Git, Linux, Bash, Xcode
- **Concepts:** Object-Oriented Programming, Functional Programming, Data Structures, Algorithms, Memory Management, Recursion, Algorithm Analysis, Software Design Patterns