

# JASMIN VOIGTLANDER

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## EDUCATION

**GEORGIA INSTITUTE OF TECHNOLOGY, College of Computing**  
**Bachelor of Science in Computational Media**

**Atlanta, GA**  
*Aug 2014 - Present*

- Concentrations in People and Experimental Media & Interaction Design
- Major GPA: 3.7

## SKILLS

**Languages/Frameworks:** Java, Javascript, Python, Jade, HTML, CSS, SCSS, jQuery, AngularJS, Node.js

**Technologies/Tools:** Android Studio, Git, IntelliJ, Unity, Illustrator, Photoshop, Visual Studio Code

**Operating Systems:** Windows, Linux, Mac OS

**Databases:** MongoDB, Redis, OMDb API, Yelp API

**Relevant Coursework:** Object-Oriented Programming, Data Structures and Algorithms, Differential Calculus, Integral Calculus, Objects and Design, Discrete Mathematics, Visual Design, Interaction Design, Information Design

## PROJECTS

**Stranger Things Desktop Game**

*Nov 2017 - Dec 2017*

- Developed desktop game using the Unity game development platform and C++
- Four member team, included a producer, programmers, level-designer
- Platformer game where the user switches between the upside down and real world

**Maze Mania Desktop Game**

*June 2017*

- Designed and implemented Atari 2600 desktop game using Batari Basic compiler
- Arcade style maze game where the user has to make it to the "gold" with time constraint and acid rain obstacles

**BuzzFilm Android Application**

*Jan 2016 - Apr 2016*

- Developed Java mobile application using Android Studio and OMDb API to allow users to rate, sort, and view television shows and films
- Modeled processes in UML diagrams and presented regular demos of iteration towards final application

## WORK EXPERIENCE

**Itential, LLC**

**Atlanta, GA**

**Software Engineering Co-op**

*Aug 2016 - July 2017*

- Developed and improved upon customer-facing applications on top of Itential's network automation platform
- Authored, reviewed, and managed customer facing technical documentation
- Developed mockups and wireframes for various point of sale projects
- Utilized knowledge in Javascript, Jade, MongoDB, Node.js, AngularJS, CSS3, and SCSS technologies

**UI Development / Product Management Co-op**

*Jan 2018 - May 2018*

- Responsible for core UI elements and providing components to establish a consistent user experience across Itential's web applications
- Implemented new features and fixed bugs from maintenance bucket
- Built out and implemented roadmap strategies and solution development
- Utilized knowledge in technologies above plus jQuery and ReactJS

**UserTesting**

**Mountain View, CA**

**Usability Tester**

*April 2017 - Present*

- Analyze websites and applications to ensure prototypes are intuitive and marketable to consumers
- Provide feedback on ease-of-navigation, overall functionality, and UI layouts and design

## ACTIVITIES

**Clubs:** GT Web Developers, Student Alumni Association, Alpha Xi Delta Fraternity, Wrek Radio, Alternative Service Breaks

**Volunteer:** International Rescue Committee, Organization of Special Needs Families, Alma Via Assisted Living

**Interests:** Piano, Guitar, Travel, Kayaking, Impressionism, Modern Art