

Jayden Sipe

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SKILLS

- Experience implementing all stages of software development
- Wide knowledge of games and game-related news
- Team-player who can also work independently
- Understand and implement the theory behind game product decisions
- Great capacity for learning and implementing new types of programming and tools
- Passion for troubleshooting all different types of software related bugs

PROGRAMMING LANGUAGES

Java

C#

C++

Blueprints

C

Python

HTML5

CSS3

Additional Tools Used

Perforce Version Control • Git • Linux Operating System • Adobe Suite • JetBrains Tools • Visual Studio Code • Unreal Engine • Godot Engine

EDUCATION

**University of Central Florida
Orlando, FL**

Bachelor of Science (B.S.) Computer Science (Attended June 2018 – December 2021)

Relevant Coursework

Computer Science 1 & 2 • Object Oriented Programming • Algorithms for Machine Learning • Systems Software • AI for Game Programming • Computer Graphics

CERTIFICATIONS

Elements of AI Course Certification

Adobe Web Authoring Certified Associate

Gamedev.TV Math for Video Games: Course Completion

Unreal Engine 4: Create Multiplayer Games with C++ Course Completion