

# Jayden Sipe

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## CAREER OBJECTIVE

A motivated student who is looking to build his portfolio and resume by working on a game development team / creating software.

## PROGRAMMING LANGUAGES

Java

C#

Blueprints

C++

C

Python

HTML5

CSS3

### ***Additional Tools Used***

Git & Version Control • 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