Jayden Sipe

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CAREER OBJECTIVE

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

PROGRAMMING LANGUAGES

Java	C#	C++	C
HTML5	CSS3	Python	

Additional Tools Used

Git & Version Control • 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 • Security in Computing

CERTIFICATIONS

Elements of AI Course Certification   Adobe Web Authoring Certified Associate