

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