Jenna Curls

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EDUCATION

Florida Polytechnic University   Lakeland, FL
Bachelor of Science in Computer Science, Game Development   May 2027

SKILLS

Programming: Gamemaker Language, MATLAB, C, Arduino
Applications: Adobe Photoshop, After Effects, Premiere Pro, Illustrator, Toon Boom Harmony

WORK EXPERIENCE

Publix   North Fort Myers, FL
Bagger/Cashier   2022 - 2023
- Duties included bagging groceries, cashiering, collecting shopping carts, and store-wide cleaning.

Farmer Joe's   Cape Coral, FL
Cashier   2021 – 2022
- Demonstrated versatility in roles as both a cashier and a bagger and assisted in cart collection.

PROJECTS

Hackathon for Concepts and Methods   Florida Polytechnic University
Programmer   February 2024
- Tasked with modifying an Etch-A-Sketch using Arduino Uno and a joystick, conductive paper, distance sensor, and photoresistor sensor. Challenges ranged from sketching a square and circle to creating a complex image and sending data to Excel. Completed within a rigorous 6-hour timeframe.

Hackathon for Career Design   Florida Polytechnic University
Programmer   October 2023
- Tasked with building a MeArm v1 robot and coding a function to move stacked blocks into a cup. Completed all objectives within the allotted 6-hour duration.

Apollo Launch   North Fort Myers High School, FL
Programmer   2021 - 2022
- A space-themed game inspired by the Apollo Space Mission. Players navigate a rocket through space, collecting fuel to maintain speed and dodging asteroids. Placed 8th in FL (TSA).

LEADERSHIP

Technology Student Association (TSA)
President   2019 - 2022
- Played an integral role in the development of video games for state competitions as part of a team. Elected as President of the club in 2021. Developed 'Apollo Launch' and placed 8th.