

Jenna Curls

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EDUCATION

Florida Polytechnic University

Bachelor of Science in Computer Science, Game Development

Lakeland, FL

May 2027

SKILLS

Programming: Gamemaker Language, C, Arduino, HTML, CSS, JavaScript, Apps Script, C++, Bootstrap

Applications: Unreal, GameMaker, Adobe Products, Toon Boom Harmony, Blender, VS Code, MATLAB

WORK EXPERIENCE

Untold Legends

Assistant Game Programmer

2024 - Present

- Develop combat mechanics, dialogue systems, and cutscenes using Unreal Engine's Blueprints and C++.

Lizard Kings

Cape Coral, FL

Web Developer

2024 - Present

- Develop a dynamic company website using Bootstrap, App Scripts, Google Sheets integration, and Shopify for responsive design and seamless e-commerce functionality.

Publix

North Fort Myers, FL

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.