

Jayden Craig

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<https://jcraig3.github.io/resume/> | <https://www.linkedin.com/in/jayden-craig3/>

EDUCATION

Loyola Marymount University – B.S. Computer Science

Los Angeles, CA August 2020 - May 2024

PROJECTS

MetroTune – [link](#)

- Designed and developed a responsive web app for musicians using Figma for UI/UX design and implemented the front end using HTML5, CSS3, and JavaScript
- Integrated Web Audio API features to provide functional tools like a metronome and tuner

Lyric Getter: Built a web application using JavaScript and AJAX to fetch lyrics from the Lyrics.ovh API. Used HTML and CSS for layout and styling, and added error handling for smoother user experience.

Pokémon API – [link](#)

- Created an interactive web app that fetches and displays data from the PokéAPI using JavaScript's Fetch API
- Handled asynchronous data flow and used DOM manipulation to update the interface with Pokémon details and images dynamically

Random Variable Labs – [link](#)

- Performed statistical analysis using R to clean, interpret, and visualize datasets
- Utilized packages such as ggplot2 and dplyr to build graphs and conduct statistical tests, providing insights into real-world data patterns.

EXPERIENCE

H2GO — Guest Support Ambassador

Las Flores July 2024 – Present

- Assisted clients pursuing memberships with their on-site experience
- Provided technical support and troubleshoot machinery and equipment issues.
- Applied mechanical knowledge to maintain site operations

Aicade — AI Game Creator

Remote January 2025 – March 2025

- Developed and tested AI-driven games using the Aicade platform
- Created an interactive browser-based [game](#) using JavaScript and prompt engineering techniques to guide AI-generated behaviors and narratives
- Iteratively tested and refined prompts to enhance gameplay mechanics and user experience

Melrose Sound Studio – Audio Engineer

Los Angeles, CA May 2024 – March 2025

- Operated and troubleshoot audio equipment and Pro Tools for mixing and recording sessions with talented clients
- Managed system configurations and software integration to ensure optimal performance, applying technical problem-solving skills to meet client needs

LMU Recording Arts Office — Assistant Engineer

Playa Del Rey, CA August 2021 – May 2024

- Provided technical support for audio equipment and studio software, troubleshooting hardware (microphones, mixers, interfaces) and software (DAWs, drivers) while delivering responsive customer service and administrative support

SKILLS

Languages:

JavaScript, HTML, CSS, Java, Python, R, C#, Typescript

Frameworks & Libraries:

React, Remix, Node.js, Web Audio API, ggplot2, dplyr, Pandas

Tools & Technologies:

Git/GitHub, Figma, Chrome DevTools, REST APIs, GraphQL, AJAX, VS Code, XCode, Sublime

Data & Analysis:

Data Visualization, Statistical Analysis, Data Cleaning, API Integration

Design & UX:

UI/UX Design, Wireframing, Responsive Web Design, Interaction Design

AWARDS

National Society of Collegiate Scholars – LMU Chapter
2022 – 2024

Xavier Scholarship Recipient
2020 – 2024

LMU Arrupe Scholarship Recipient
2020 – 2024

Courses

Web App Development
Data Structures | Game Design
Interaction Design | AI
Algorithms and Analysis
Fundamentals of Music | Guitar
Operating Systems | Statistics
Logic and Computer Design
Linear Algebra | Calculus I & II
Discrete Math | Economics
Cybersecurity | Programming
Computer Systems Organization