

# Jayden Craig

[jayden.t.craig@gmail.com](mailto:jayden.t.craig@gmail.com)  
(949) 429-9173

<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 – February 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 August 2021 - May 2024

- 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