**Jeffrey Warner**

Livermore, CA 94551 (925) 719-1402 [jeffnewarner@gmail.com](mailto:jeffnewarner@gmail.com) <https://github.com/jeffnwarner>

<https://jeffnwarner.github.io/> <https://linkedin.com/in/jeffnewarner>

**EDUCATION**

**University of California - Davis October 2014 – June 2018**

* Bachelor of Science, Computer Science

**SKILLS**

* Languages: C++, C, C#, Java, JavaScript, Python, PHP, SQL, HTML, CSS
* Environments: Android Studio, React Native, MySQL, Git, Firebase, Unity

**EXPERIENCE**

**Undergraduate Intern October 2017 – November 2018**

VICTR Lab, Davis, CA

* Worked on two main projects
* Developed a video game to be used in social experiments to survey people’s thoughts on gun control
* Built game from scratch and was a part of most of the development process
* Programmed various player character functionalities as well as designed the levels the player interacted in
* Built game in Unity and scripts were written in C#
* Created a prototype for a social network app geared towards aiding victims of domestic violence
* App was designed as an anonymous version of Twitter with other functionalities including a natural language processor to categorize media posts and a heat map to provide help center resources to users who needed them
* Developed the app in React Native and written in JavaScript

**PROJECTS**

**Lucid You**

<https://play.google.com/store/apps/details?id=com.example193LD.g.luciddreamgenerator>

* Android app developed to help induce lucid dreaming in users
* Created notification system designed to help train people to become aware of whether they are dreaming or awake
* Integrated Firebase Authentication and Firestore functionality
* Build in Android Studio and coded in Java

**Warcraft II Website**

* Developed a website for the game Warcraft II in a team of 10 students
* Developed the personal messaging system for player to player communication
* Wrote several scripts in PHP to make queries to our AWS database and use data received
* Queries to the database were written in SQL