

# JENNIFER HUSEMANN

Melbourne, FL

321-960-0496

jenniferhusemann@outlook.com

## PROFILE

Aspiring Software Engineer with hands-on experience in Java, JavaScript, HTML, and CSS, combined with UX/UI design expertise. Passionate about developing intuitive, user-focused applications and integrating AI solutions to improve performance, functionality, and user engagement. Adaptable and quick to learn new technologies, with a commitment to delivering innovative, high-quality software and contributing effectively in collaborative, fast-paced environments. Check out my GitHub: [github.com/jenhusemann](https://github.com/jenhusemann)

## EDUCATION

❖ **B.S in Computer Information Systems Technology at EFSC** ..... Aug 2023 — Aug 2025  
*Specialized in Program/Software Development* GPA 3.8/4.0

❖ **Java Programming Certificate from Udemy** .....

## WORK EXPERIENCE

❖ **Software Engineer Intern at Health First** ..... Jun 2025 — Present

- Built an SQL database with foreign keys to improve group messaging and reminder features
- Created a standardized Solution Design Document (SDD) for future AI projects
- Supported the Epic rollout by helping resolve support tickets
- Tested an internal target-tracking app to provide feedback and improve functionality

❖ **Legal Assistant at Amy B. Van Fossen, PA** ..... Jun 2024 — Feb 2025

- Answer legal questions and respond to client emails in a timely manner.
- Schedule and conduct client appointments for document signings, including notarization.
- Oversee the execution of legal documents, ensuring compliance with legal requirements.

## PROJECTS

❖ **Portfolio Website ([jenniferhusemannportfolio.com](https://jenniferhusemannportfolio.com))** .....

Developed a personal portfolio website to showcase my skills, projects, and certifications. Built with HTML, CSS, and JavaScript, featuring tabbed content switching, a mobile-friendly side menu, and an EmailJS-powered contact form with async submission and status messages. Designed to provide a clean, responsive experience and make it easy for recruiters and collaborators to view my work and get in touch.

❖ **Number Game (<https://jenhusemann.github.io/numbergame/>)** .....

Created a “Guess the Number” game for a school project to strengthen JavaScript fundamentals. Built with HTML, CSS, and JavaScript, it generates a random number (1–1000), provides instant feedback on guesses, tracks attempts with playful messages, resets automatically on a win, and keeps focus on the input for smooth replay. Designed to demonstrate DOM manipulation, event handling, and game logic in a simple, interactive project.