Jenna Gers

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Current Address: 125 Anderson Hwy, Clemson, SC 29634
Permanent Address: 10 Spaulding Place, Monmouth Beach, NJ 07750

Education

Bachelor of Science in Computer Science — Spring 2027
Clemson University — Clemson, SC
Minor: Mathematics — GPA: 3.8/4.0
Relevant Coursework: Algorithms and Data Structures, Discrete Structures for Computing, Introduction to Proofs

Work experience

Scheduling Intern — June - August 2025
Atlantic Lifeguard Alliance — Long Branch, NJ

- Utilized advanced scheduling software with AI integration to assign over 100 lifeguards based on certifications, skill levels, and availability
- Developed and refined conditional logic within the program to automate and optimize weekly staff schedules
- Collaborated with management and interns to ensure coverage accuracy, improving scheduling efficiency and reducing manual adjustments by 30%

Calculus I & II Teaching Assistant — Fall 2024 - Present
Clemson University — Clemson, SC

- Attending Calculus I & II classes to help 150+ students with in class questions and problems
- Hosting office hours, review sessions, and working with students in the Math Laboratory
- Grading assignments including quizzes and tests. Writing out the correct work and answers for each incorrect answer

Honors and Activities

Clemson University Dean's List — Fall 2023- Spring 2024
Clemson University President's List — Fall 2024- Spring 2025

Projects

Wordle Solver: Developed a Wordle solver in C that utilizes the built-in dictionary from the Windows terminal to generate and refine possible word guesses. Integrated logic to compare user inputs with feedback from the New York Times Wordle interface, filtering word lists based on letter positions and correctness to improve guess accuracy.

Caesar Cipher Translator: Created a C++ cipher program capable of encoding and decoding messages using user-defined keys. Implemented functions to scramble and unscramble text, supporting multi-word phrases and dictionary-based key matching for unknown ciphers. Emphasized efficiency, string manipulation, and user interaction through a menu-driven interface.

Knights and Knaves Problem Solver (CS and Math Project): Developed a logic-based program to evaluate the Knights and Knaves puzzle. The project involves user interaction, where characters and their statements are entered, and the program determines the truthfulness based on logical analysis. Utilized C++ for algorithmic problem-solving, focusing on logical reasoning, recursion, and input validation.

Chain Reaction Game: Built a C++ puzzle game that reads board files and allows users to connect numbered nodes by entering row, column, and direction inputs. Each node required a specific number of valid connections, and the game was won when all nodes were correctly linked. Focused on file I/O, user interaction, and logic validation to ensure accurate gameplay.

Technical skills

Programming Languages: Python, C++,C, HTML, CSS, Java, Go
Tools & Frameworks: Microsoft Excel (VBA), Visual Studio, Git, GitHub, Linux/Unix, Oracle, Windows Powershell
Software: Microsoft Word, PowerPoint, When I Work