

Jenna Tripoli

jmtripoli@wpi.edu | Redondo Beach, CA | (310) 780-6785 | Portfolio: jennatripoli.github.io

EDUCATION

B.S. Computer Science, B.S. Game Development, Worcester Polytechnic Institute GRADUATING MAY 2024

- 3.93 GPA. Minor in Data Science. Dean's List Award recipient every semester.

- **Relevant Courses:**

Operating Systems (C)	Human-Computer Interaction (HTML, CSS)	Algorithms (Java)
Machine Org (C, Assembly)	Mobile/Ubiquitous Computing (Kotlin, XML)	Data Analysis (Python)
Systems Programming (C++)	Technical Game Development I, II (C++, UE4)	Level Design (UE5)

SKILLS

Programming Languages:

- ★★★ Java, C++
- ★★☆ HTML, CSS, C
- ★☆☆ Python, Kotlin, XML

Applications and Concepts:

- ★★★ Visual Studio Code, Excel, WordPress, Robotics, Data Analysis
- ★★☆ GitHub, Eclipse, Visual Studio 2019, Unreal Engine 4/5
- ★☆☆ Linux/Assembly, Android Studio, Photoshop, REAPER Audio

WORK EXPERIENCE

Website Developer, Worcester Polytechnic Institute JUN 2022 – AUG 2022

- Designed and coded websites for research labs to publicize their findings and display group media.
- Developed custom CSS and HTML designs for WordPress, along with templates for website contributors.
- Human-Computer Interaction Lab: wp.wpi.edu/hcilab, Research Experiences: wp.wpi.edu/ret-stem.

Teaching Assistant, Worcester Polytechnic Institute MAR 2022 – MAY 2022

- Taught students how to use Excel and Python with Jupyter Notebook to parse and analyze data.
- Held office hours to work individually with students and answer questions with detailed explanations.

PROJECT EXPERIENCE

Rowdy Raccoon, Worcester Polytechnic Institute SPRING 2022

- Created an open-world simulator game in Unreal Engine 4 and C++ (rowdyraccoonwpi.wordpress.com).
- Coded UI, save game states, score calculations, player sockets, and interactions with in-game objects.
- Conducted play-testing sessions with teammates, presented findings, and adapted game to fit feedback.

Garden of Age, Worcester Polytechnic Institute SPRING 2022

- Designed a C++ ASCII game about turn-based strategy combat (github.com/jennatripoli/GardenOfAge).
- Wrote software for enemies, health calculations, battle transitions, move sets, and information screens.
- Led development for the team, managed version control on GitHub, and ran public game play-testing.

Beach Cities Robotics, FIRST Robotics Competition SEPT 2016 – JUN 2020

- Developed Java code for PID controllers, motion profiling, autonomous routines, and vision processing.
- Taught software engineering to new students and managed the programming team as Sub-Team Lead.
- Operated robot at competitions, communicating with driver and alliance members to win matches.