Jenna Tripoli

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EDUCATION

B.S. Computer Science, *Worcester Polytechnic Institute* AUG 2020 – MAY 2024

B.S. Interactive Media and Game Development, *Worcester Polytechnic Institute* AUG 2020 – MAY 2024

- **3.93 GPA.** Dean's List Award recipient every semester. Minoring in Data Science.
- **Relevant Courses:**

Algorithms (Java)	Human-Computer Interaction (HTML, CSS)	Systems Programming (C++)
Data Analysis (Python)	Mobile/Ubiquitous Computing (Kotlin, XML)	Operating Systems (C)
Discrete Mathematics	Technical Game Development I, II (C++, UE4)	Machine Org (C, Assembly)
Statistics, Probability	Advanced Storytelling for Level Design (UE5)	Computer Art (Adobe Suite)

SKILLS

Programming Languages:

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

Applications and Concepts:

- ★★★ Visual Studio Code, Excel, WordPress, 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 groups (HCI: wp.wpi.edu/hcilab, RET: 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, *Technical Game Development II* SPRING 2022

- Created an open-world simulator game in Unreal Engine 4 about a raccoon exploring the world.
- Designed UI, save game, score calculations, player sockets, and interactions with in-game objects.

Garden of Age, *Technical Game Development I* SPRING 2022

- Created an ASCII-based game in C++ about a princess fighting in turn-based strategy combat.
- Designed characters, health calculations, battle transitions, movesets, and start/end screens.

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

- Developed code for PID controllers, motion profiling, autonomous routines, and vision processing.
- Taught software engineering to new students and managed the ten-person programming team.

Digital "Sorry!", *AP Computer Science A* SPRING 2019

- Created a digitized board game in Java and Greenfoot based on the classic board game, "Sorry!"
- Designed player movement around the board, random card drawing, and win/loss conditions in Java.