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

- **3.92 GPA.** Dean's List Award every semester completed. Planning to minor in Data Science.
- **Relevant Courses:** Technical Game Development I and II, Human-Computer Interaction, Algorithms, Operating Systems, Machine Organization and Assembly Language.
- **Relevant Projects:** Created a simulator game in Unreal Engine 4, used C++ to code an ASCII-based game engine, developed robot control systems and routines.

SKILLS

Programming Languages: **Software Applications:**

★★★ Java, C++   ★★★ Eclipse, Visual Studio 2019, Microsoft Word, Microsoft Excel

★★☆ C, Python, HTML, CSS   ★★☆ GitHub, Unreal Engine 4, Visual Studio Code, WordPress

★☆☆ Assembly, Racket   ★☆☆ Photoshop, VirtualBox Linux, Jupyter Notebook, REAPER Audio

WORK EXPERIENCE

Student Teaching Assistant, *Worcester Polytechnic Institute*   MAR 2022 – MAY 2022

- Taught students how to use data analysis tools, such as Excel, Python, and Google Sheets.
- Course: Data Analysis for Game Development (IMGD 2905)

Tour Guide, *Worcester Polytechnic Institute*   FEB 2021 – PRESENT

Alumni Caller, *Worcester Polytechnic Institute*   OCT 2021 – DEC 2021

OTHER INVOLVEMENTS

Software Sub-Team Lead, *Beach Cities Robotics*   SEPT 2016 – JUN 2020

- Developed robot software and controls for FIRST Robotics Competition Team 294.
- Taught Java coding to new students, wrote business plans, and operated robot during competitions.

Robotics Team Mentor, *Parras Middle School VEX*   SEPT 2016 – JUN 2020

- Served as a mentor for four middle school VEX Robotics Competition Teams.
- Taught students about engineering design, documentation, and software development.

Treasurer, *WPI Equestrian Team*   MAR 2021 – PRESENT

Assistant New Member Educator, *WPI Chi Omega*   OCT 2020 – PRESENT