

# Jenna Tripoli

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## EDUCATION

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

- 3.94 GPA. Dean's List Award every semester.
- Societies: Upsilon Pi Epsilon, Chi Omega (Asst. Educator), Order of Omega (Treasurer), Rho Lambda
- **Relevant Courses:**

Algorithms Development	Machine Org. & Assembly Language
Operating Systems	Software Engineering
Technical Game Development I & II	
Analysis of Algorithms	Human-Computer Interaction
Advanced Quests & Level Design	
Systems Programming	Data Science & Analysis
Mobile & Ubiquitous Computing	

## SKILLS

### Programming Topics:

- ★★★ Java, C++, HTML
- ★★☆ JavaScript/React, C, CSS
- ★☆☆ AWS, Python, Kotlin, XML

### Applications and Concepts:

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

**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.

## PROJECTS

**Crowdsourced Funding, Software Engineering** FALL 2022

- Sole front-end developer for a JavaScript application that uses React and Amazon Web Services.
- Developed code to navigate pages, take user input, access the database, and use Lambda functions.
- Made in-depth API design, storyboards, UML diagram, and use cases in this seven-week project.

**Rowdy Raccoon, Technical Game Development II** SPRING 2022

- Created an open-world simulator game in Unreal Engine 4 and C++.
- 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.

**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.