Jenna Tripoli

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EDUCATION

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

- 3.93 GPA. Minoring 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)	Data Science (Python)
Analysis of Algorithms	Software Engineering (JavaScript, React, AWS)	Level Design (UE5)

SKILLS

Programming Languages:

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

Applications and Concepts:

- ★★★ Visual Studio Code, Excel, WordPress, 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.

PROJECT EXPERIENCE

Study Buddy, *Worcester Polytechnic Institute*   FALL 2022

- Created an Android application using Kotlin and XML (github.com/jennatripoli/studybuddy).
- Users create custom study sets with terms and definitions that can be studied with digital flashcards.
- Developed UI designs, animated flashcards, study plan timer, screen rotations, and handling user input.

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.

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.