# JESSE HERRNSON

Boston, MA ● jesseherrnson@gmail.com ● (516) 232-5654

## SOFTWARE ENGINEERING EXPERIENCE

**PwC** - *Software Engineering Associate*, Boston, MA                           **SEPT 2024 - PRESENT**
- Collaborate with auditing professionals to develop a RAG AI assistant to answer auditing, accounting queries
- Utilize Python/C# to create parsing system which compiles information from PwC websites for the RAG system
- Work with subject matter experts to iterate on RAG/LLM methods and ensure response accuracy
- Served on the Staff Council Communications team to coordinate monthly meetings and programming

**PwC** - *Intern*, New York, NY                                                         **JUNE 2023 - AUG 2023**
- Used Unity3D and C# to create reusable VR tools and a digital twin of the PwC Innovation Hub in Chicago
- Worked collaboratively with artists, designers, and other developers in a Scrum/Agile framework

**Video Game Development (COMP350)** - *Course Assistant*, Middletown, CT          **SEPT 2022 - MAY 2024**
- Developed and taught comprehensive 6 week pre-class seminar covering Unity and C# basics
- Coordinated team-building Hackathon and aided multiple student teams with project organization and coding
- Organized carnival for elementary school students to play-test and provide feedback on course games

**Intro to Game Design & Development** - *Student Forum Leader*, Middletown, CT     **SEPT 2022 - DEC 2023**
- Developed and taught curriculum for CIS419: Introduction to Game Design and Development
- Introduced 15+ coders, artists, and designers to Unity, C# basics, and foundational game design concepts

## INDEPENDENT PROJECTS

**INK** - *Developer, Level Designer*                                                   **SEPT 2022 - PRESENT**
- Develop INK, an educational puzzle game for children grades 4-6 centered on experimentation and failure
- Design 100 progressively difficult levels using Unity2D/C# and developed physics system
- Compose music, design SFX, and develop adaptive sound system; worked collaboratively with art programmer

**Cantoludus** - *Co-Creator*                                                           **FEB 2024 - MAY 2024**
- Created Cantoludus, an educational deck-building card game which reinforces lessons about music theory
- Developed Unity2D mock-up prototype with adaptive sound system related to user cards

## EDUCATION

**Wesleyan University,** Middletown, CT                                                            May 2024
*Bachelor of Arts*, Double Major: Computer Science and Music, Minor: Film, GPA: 3.84/4.00

## SKILLS

**Software Engineering**: Unity, C#, Python, HTML and CSS, SQL, and Java
**Design:** Adobe Premiere Pro and Photoshop, Canva, UI/UX design
**Office Management**: Google Workspace, Microsoft 365, Scrum/Agile environment