JESSE HERRNSON

Boston, MA ● jesseherrnson@gmail.com ● jesseherrnson.com

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 to compile information from 50,000+ PwC pages for the RAG system
- Work with subject matter experts to iterate on RAG/LLM methods and ensure response accuracy
- Serve 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
- Cooperated in team with artists, designers, and other developers in a Scrum/Agile framework

Video Game Development (IDEA350) - *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 groups 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**
- Built and taught curriculum for CIS419 forum covering Unity/C# basics and foundational game design concepts
- Oversaw 15+ coders, artists, and designers form inter-disciplinary teams and create games utilizing concepts

INDEPENDENT PROJECTS

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

Cantoludus - *Co-Creator*   **FEB 2024 - MAY 2024**
- Invented Cantoludus, an educational deck-building card game which reinforces lessons about music theory
- Made 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
Capstone: *What's Unsaid,* a two-act musical for the Music Department; co-wrote book and composed original songs

SKILLS

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