Jessica Robbins

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https://jexsaga.github.io/Portfolio/

Education

Institut Polytechnique de Paris, Palaiseau France. *September 2025 - August 2027*

- **Interaction, Graphics and Design; Master's in Computer Science**
- Expected graduation: August 2027
- Applicable courses: Interactive 3D Application Development, Fundamentals of Computer Graphics, Computer Animation, Human-Computer Interaction for Mixed Reality, Web Development

College of Science of Engineering, University of Minnesota, Twin Cities USA. GPA: 3.5 *September 2021 - May 2025*

- **Bachelor of Science in Computer Science** with a minor in French
- Honors: Dean's List, 2022-2023 Academic Year
- Applicable courses: Intro: Artificial Intelligence, Programming Graphics and Games, User Interface Design, Computer Graphics 1

Université Paul Valéry, Montpellier France *January 2023 - May 2023*

- Study Abroad - Advanced Track, focused on enhancing language and cultural skills for my French minor

Experience

Software Engineer - *Dignified Living Home Care, Minnetonka, MN* *August 2024 - Present*

- Sole developer responsible for designing, building, and maintaining internal tools to manage healthcare visit data.
- Developed a web application to allow staff to easily track, view, and update visit records in real time, significantly reducing manual entry and improving operational efficiency.
- Integrated RESTful APIs to automate data retrieval and updates across backend systems.
- Work directly with administrative and care staff to gather requirements, prioritize features, and implement software solutions tailored to real-world healthcare workflows.
- Ensure compliance with data privacy standards (including HIPAA) when handling sensitive patient and visit information.
- Manage the full development cycle independently — from architecture and coding to deployment and troubleshooting.

Software Engineer - *AtriCure, Minnetonka, MN* *August 2024 - May 2025*

- Advanced full-stack software solutions for medical devices on Linux, leveraging C, Python, and JavaScript to enhance functionality and reliability.
- Improved and maintained the usability of the graphical user interface in Vue with user feedback.

Engineering Co-op - *AtriCure, Minnetonka, MN* *January 2024 - August 2024*

- Developed full stack software solutions using C, Python, and JavaScript for medical devices, demonstrating critical thinking in troubleshooting and optimizing code for reliability.
- Designed and implemented two user interfaces in Vue, significantly improving usability and functionality.
- Managed backend processes, including data handling and communication protocols, troubleshooting issues related to GPS, EEPROM emulation, and CAN bus, illustrating swift learning and problem-solving skills.
- Collaborated effectively within cross-functional teams, demonstrating strong teamwork while proactively contributing to projects across various teams.

IT, Office Administrator and Caregiver - *Dignified Living Health Services, W. St. Paul, MN* *May 2023 - April 2024*

- Onboarded new employees and communicated effectively with staff and clients, demonstrating leadership in fostering a cohesive work environment.
- Resolved technical issues related to hardware and software for employees.

Skills

Programming Languages & Frameworks: Java, Python, C, C++, OCaml, JavaScript, TypeScript, SQL, Vue, Unreal Engine, .NET, ASP.NET MVC, REST APIs, Web Development, OpenGL, Blender, Unity
Spoken Languages: English, French (Upper Intermediate)

Projects:

Video Game - Personal Project *September 2025 - Current*

- In collaboration with another student, this game is a Unity project to get to know the tools for game development. This project has commenced with building a robot in Blender and basic game set up.

Intro to Unreal Engine Game - Personal Project *March 2025*

- Followed tutorials to make a short interactive game in Unreal Engine.

Ray Tracing - Computer Graphics Project *January 2025 - May 2025*

- An academic solo project in C++ to create from scratch an image renderer using raytracing and text file input.

Hole in the Ground Game - Computer Graphics Course *October 2024*

- An academic solo project using TypeScript and GopherGfx to create an interactive 3D physics video game.

Dancing Ants - Computer Graphics Course *November 2024*

- An academic solo project using GopherGfx to animate ants performing dance moves based on motion capture.

See Jessica’s portfolio for more projects.