

# Jasper Matthew Dumdumaya

(510) 493-6329

Linkedin: [/in/jasper-matthew-dumdumaya](https://in.linkedin.com/in/jasper-matthew-dumdumaya)

2jmd0711@gmail.com

Portfolio: [jmd0711.github.io](https://jmd0711.github.io)

## OBJECTIVE

---

Entry Level Software Developer who likes to make fun and interesting applications and being a part of a team. Looking for positions to gain quality experience, learning opportunities, and networking.

## EDUCATION

---

### San José State University

Aug '15 - Dec '19

- Bachelor of Science, Computer Science
- GPA 3.54/4.00 (Cum Laude)

## PROJECTS

---

### Team Manager Application

Apr '21 - Present

- Designed third party app for importing data from a database of the mobile game *Summoners War*
- Allowed users to customize data from the game through a graphical user interface
- Created user interface with QT Creator, C++
- Incorporated profile saving as JSON containing monsters and team data

### Computer Graphics Sandbox

Sep '20 - Oct '20

- Implemented 3D scene with primitive shapes and skeleton system in Open Frameworks
- Designed skeleton representation with joint nodes in tree data structure
- Animated objects in scene with Keyframes
- Implemented Ray March and Ray Trace rendering for animations and/or single frames

### Space Invader Game

Sep '19 - Dec '19

- Developed simple 2D spaceship shooter with endless rounds and increasing difficulty
- Incorporated custom ship sprites, sound effects, and animated particle explosions
- Created simple physics engine in Open Frameworks

### Movie Recommendation Website - <https://recsys-cs160.herokuapp.com/>

Sep '19 - Dec '19

- Recommended movies from *The Movie Database* based on movies watched
- Worked in a group with focus on learning Agile Development
- Handled connections between client and server through front-end in React and back-end REST API in Flask

## TECHNICAL SKILLS

---

- C++, C, Python, HTML
- Object Oriented Design, Data Structures, Algorithms, Computer Hardware