

EDUCATION

B.S. Computer Science | August 2020 | Univ. of Houston
A.S. Mathematics | August 2017 | Blinn College

PROJECTS

Race N Rumble | 2D Platform Arcade Game | C#, Unity, Project Management

This game features 30 maps, a character store with 12 unique and playable characters, compatibility with Xbox and Playstation controllers, and a save state that holds the players progress outside of the game. The goal of the game is to collect the most Gems over your opponents, the winner being whoever ends up with the most points at the end of the game.

Night Terrors | 3D Platform Stealth Game | C#, Unity, Project Management, 3dsMax

This game is a side-scroller platform stealth game where you navigate a mansion and avoid a large boss. The player has stabbing and throwing knives to protect themselves, however some enemies are too strong to face. Shadows and large objects hide you from the enemies as well as the player retrieving a grapple gun later in the level.

DAVIM Web Flow Visualization | 3D Web Visualization | Javascript, Bootstrap, D3.js, three.js, jQuery

This visualizer can generate 3D lines from text files, surface obj files, and volume vtk object files. It can then take those objects and edit how they are rendered in the scene including color, material, and shadow rendering. More information on my demo page.

Allyson Darke | 2D UI Card Game Prototype | C#, Unity, Game Design

This project was made with only Unity UI components and was developed for use on Apple iPhones. It is touch compatible with drag and drop features, can save and load data, and has randomized enemy actions.

Personal Snapchat Filter Projects (Javascript)

Personal Discord Bot Projects (Javascript)

SKILLS

Game Development, Game Design, C++ 11, Java, C#, Python, JavaScript, Github, D3.js, Three.js, A-Frame, Cascading Style Sheets (CSS), Amazon Web Services (AWS), Bootstrap, jQuery, Project Management, Selenium WebDriver, Augmented Reality (AR), Batch Programming, MySQL, SSH, Node.js, Agile Methodology, REST Methodology, CI/CD Pipeline, Scrum Methodology, XML, JSON

DEMO PAGE



Clickable Link:
jmhorn2015.github.io



jmhorn2015@gmail.com



281-755-2281



jenna-horn-3a8665175/

EXPERIENCE:

Developer Intern | NASA JSC | 08/2019 – 12/2019

I created new front ends for NASA Sites managed by the Open Innovation Team (JavaScript, jQuery); One from scratch and another with templated CSS. Another project consists of 2 bash files that live on an EC2 server that simultaneously backs up NASA's GitHub organization to an S3 bucket and writes a report of potential key and password links (Batch Programming, AWS EC2). Lastly, I developed an AR user interface for our public code listings sourced from a previous intern's D3 graph (JavaScript, A-frame, D3.js) More information on my demo page.

Undergrad TA | Univ. of Houston | 08/2019-12/2019

I guided and graded assignments for a Game Art and Animation class, where students used Photoshop and Unity to design and create a 2D prototype game. I would also help debug their games and give them educated criticisms on how to improve their game.

Coding Cougars Mentor | Univ. of Houston | 07/2020

I lectured 6th grade students in the basics of HTML and Python over the course of a week as well as aid fellow mentors with their teaching and help student complete coding projects according to their curriculum.