Jody D. Toms

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https://jodt88.github.io/

Education

Louisiana State University Baton Rouge, Louisiana Computer Science Major History Minor (Fall 2015 - Spring 2017)

Status: Graduated Cum Laude; Bachelor's Degree received May of 2017.

Baton Rouge Community College Baton Rouge, Louisiana AS Louisiana Transfer Physical Sciences (Computer Science) (Fall 2013 - Spring 2015, Summer 2016)

Status: Graduated; Associate's Degree received May of 2017.

Employment

Pro Unlimited, Inc.

Quality Assurance Tester, Electronic Arts Baton Rouge (October 2017 - October 2018)

Provided Quality Assurance testing for various Electronic Arts titles, as well as documenting and submitting found issues for developers to address.

Red Stick Entertainment Contract Worker (Summer 2017)

Employed on a job-by-job basis, overseeing the usage of and maintaining inflatables (ex. bounce houses). Involved cleaning, tearing down, and

loading the inflatables for transportation from venues.

Skills

Ability to troubleshoot technical/software issues on Windows.

Ability to research and document issues via database inquiry.

Programming Environments:

Microsoft Visual Studio 2012, 2015, 2017; Unity (5.5.0f3, 5.5.2f1)

Programming Languages:

Java, C++, minimal experience with C#

Some experience with GitHub on various projects, used for documentation purposes and version control.

Honors & Organizations

TOPS Financial Aid Award Recipient

Baton Rouge Community College Computer Science Club (2014-2015)

Elected Project Leader for LSU's Video Game Design class group semester project (Spring 2017)

Demonstrated LSU's Video Game Design class group semester project at Red Stick Future Fest 2017 Video Game Symposium (Spring 2017)

References and Work Samples

References available upon request.

Official/Unofficial college transcript available upon request.