

Jorenne Japson Flores

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Website: <https://jorennejf.github.io/>

Education

University of California - San Diego Expected Graduation: June 2018 Sept. 2014 - Present
B.S. Cognitive Science Specializing in Human-Computer Interaction & Minor in Computer Science GPA: 3.3/4.0

Related Coursework:

- Basic Data Structures & Object-Oriented Design
- Advanced Data Structures
- Computer Organization & Systems Programming
- Interaction Design
- Introduction to Research Methods
- Neuroanatomy & Physiology
- Discrete Mathematics
- Calculus & Analytic Geometry
- Differential Equations
- Linear Algebra

Skills & Technology

- Java
- C, C++
- C#
- HTML & CSS
- JavaScript
- UNIX
- Unit Testing
- MATLAB
- Unity
- Google SketchUp
- ArcGIS 10
- Final Cut Pro
- Microsoft Office
- Autodesk Inventor, Meshmixer
- Adobe Photoshop, InDesign, Premiere, After Effects CC

Projects

Restaurant Chooser Web Application Nov. 2016

- Designed and tested an appropriate user interface
- Programmed the functionality of the application using Google Places API

Interactive Virtual Reality Environment Sept. 2016

- Created a full-scale 3D model of U.C. San Diego's Digital Media Lab through Google SketchUp
- Implemented virtual reality components onto model to work on HTC Vive headset and controllers
- Developed interactivity throughout the virtual environment using Unity

Interactive Horror Storybook Game Dec. 2015

- Designed a GUI using Java to advance through game
- Created and edited game images using Adobe Photoshop

Experience

Digital Media Consultant UCSD Library Learning Spaces Feb. 2016 - Present

- Provides first-level in-person support and guidance regarding software, 3D printing, and virtual reality uses as well as media project planning for students, faculty, and staff
- Assists with special projects and develops promotional material

Advisor Intern UCSD Society of Asian Scientists & Engineers Oct. 2015 - June 2016

- Created a study group program that allowed members to meet other students in the same classes/major
- Planned and participated in SASE's professional and social activities/events
- Improved team dynamic of the SASE Officer team by planning quarterly retreats and assisting other officers

Paid Research Intern Stanford University June 2013 - Aug. 2013

- Assisted in a civil engineering research project by creating and analyzing maps to determine the impact of earthquakes on bridges intersecting bay area transit networks
- Created a scientific research poster to display at Stanford's research poster reception