**Jervyn A. Suguitan**  
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**Objective**  
*I am a detail and team oriented student who aims to earn a job opportunity to gain experience in the work force. I want to enhance my skill set, knowledge, and experience in the software engineering field.*

**Education**  
*University of Nevada, Reno – B.S in Computer Science and Engineering*

*Aug 2014 – Current* ***GPA*** *3.31*

*Graduating: Spring, May 2018*

**Work Experience**

*National Automobile Museum, NASA Space Flight Simulator – Programmer & Construction*

*Sept 2017 – Current*

*Currently creating the video game that will be used in a Max Flight VR2002 Roller Coaster Simulator. This Space Flight Simulator will be on display at the National Automobile Museum in Reno, Nevada this spring. I helped construct the simulator and write code that allows interaction between the simulator and user input.*

*Reno Smash Community – Treasurer/Vice President*

*Aug 2015 – Dec 2017*

*Worked as the treasurer for a local Super Smash Community in the Reno area.  As treasurer I organized large events with 100+ people.  I also budgeted the group's finances and aim to increase and grow the infrastructure of Reno Smash Community.*

*Nevada eSports – Treasurer/Vice President*

*Aug 2016 - Aug 2017*

*Worked as the treasurer for a local gaming club for the Reno area.  As treasurer I organized large events with 100+ people.  I also budgeted the club finances and is currently planning to increase its yearly income through variety of means such as tournaments and other small events.*

**Software Engineering Skills**

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| * C#/C++/C * Parallel Programming * Java   GitHub - https://github.com/jsuguitan  Linux/Windows | * Unity – Mobile and Desktop Games * Data Structures * Visual Studios * Agile Methodology – Scrum * Waterfall Methodology |