

Jessica Susilo

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EDUCATION

University of California, Irvine Computer Science, B.S.

Sep 2021 – Present (Expected Graduation: June 2023)
GPA: 3.86

De Anza College

Sep 2019 – Jun 2021
GPA: 3.98

RELEVANT COURSEWORK

- Python Programming and Libraries (Accelerated)
 - Design and Analysis of Algorithms
 - Computational Photography and Vision
 - Advanced C++ Programming
 - Data Abstraction and Structures
 - Java Programming
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SKILLS

- Python
 - HTML
 - Adobe Premiere Pro
 - Fluent in:
 - English
 - Indonesian
 - C++
 - CSS
 - Adobe After Effects
- Java
 - Unity
 - Adobe Photoshop
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PROJECTS

PJ Ramen Shop

Web app created for ICSSC WebJam 2021

Link to source code: <https://github.com/jxsusilo/Ramen-Shop-Simulator>
Oct 2021

- Worked in a team of two to create a web app that allows you to customize a bowl of ramen, using HTML, CSS, and JavaScript
- Created graphics using Adobe Illustrator and Autodesk Sketchbook

Columns

Game created for Python Programming and Libraries course

Link to source code: <https://github.com/jxsusilo/Columns>
Nov 2021

- Recreated the game Columns using Python and the Pygame library.

Dogs vs Cats

Game created for Advanced C++ Programming course

Link to source code: <https://github.com/BrianLiu1319/cs29groupProject>
Jan 2021 – Mar 2021

- Worked in a team of five to develop a tower defense game using C++, SFML, Visual Studio, and Xcode
 - Designed the UI and created sprite art/animation using Adobe Photoshop and Illustrator
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LEADERSHIP/EXTRACURRICULAR

Social Media and Marketing Officer

De Anza Entrepreneurs and Technology Club

Jun 2020 – Jun 2021

- Created flyers and promotional videos using Adobe apps (Premiere Pro, Illustrator, After Effects, and Photoshop)
- Published content regularly on social media such as Instagram