Jamie Lynn L. Culilap

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Website ▪ GitHub ▪ LinkedIn

EDUCATION

Bachelor of Science, Computer Science   Graduated May 2019
University of the Pacific, Stockton CA   GPA: 3.6
Accolades: Dean's Honor Roll (2016 & 2017), Outstanding Graduate Award (2019)

SKILLS

Languages: Java, Python, C++, C#, C, HTML, CSS, JavaScript
Software/OS: Eclipse, PyCharm, Visual Studios, GitHub, Angular, Unreal Engine, Unity, Linux, Windows
Industry: Git, OOP, Agile Software Development

RELEVANT COURSEWORK

Data Structures, Application Development, Design and Analysis of Algorithms, Digital Design, Programming Languages, Computer System and Networks, Human-Computer Interface Design, AI, Operating Systems

WORK EXPERIENCE

Software Developer   Aug 2018 - May 2019
University of the Pacific Library – Stockton, California
▪ Launched efforts for the Innovative Project Studio (IP Studio) at the University Library
▪ Fabricated a cost-effective interactive medium for users to learn about history through a hologram
▪ Created and expanded on the Little Manila Recreated project, written in C++, towards classroom curriculum
▪ Presented projects at local middle schools, festivals, and competitions for IP Studio presence and significance
▪ Competed at the Pacific Innovation and Entrepreneurship Summit (PIEs) against 20+ other teams

Product Marketing Engineer Intern   Jan 2018 - Aug 2018
Intel Corporation – Folsom, California
▪ Designed technical documents, slide decks, and collaterals for production teams to push upcoming SSD devices
▪ Created scripts and used internal benchmarking tools to test various workloads for 100+ SSDs monthly
▪ Built Excel tools to help aid in the marketing team for documentation
▪ Prototyped the front-end interface for a new internal Python tool to improve task efficiency
▪ Worked with database systems and JSON files

PROJECTS

Discord "Achievement" Bot – Developer - GitHub Link   Present
▪ Created an interactive bot that maximize productivity within a Discord server
▪ Fetches and manipulates data from Google Sheets using Google's and Discord's API; written in Javascript

Personal Website – Front end Developer - GitHub Link   Present
▪ Online portfolio with current resume, links to other social media sites, and updated professional information
▪ Developed within the Angular 7 framework, using HTML and CSS
▪ Future plans include: stylistic improvements, more content, responsiveness for additional devices

"TigAR" An AR Campus Map – Software Developer - GitHub Link   Jan 2019 - May 2019
▪ Collaborated on an augmented reality campus map application for Android mobile devices
▪ Application helps locate and find information on specific buildings for the Pacific campus
▪ Utilized image recognition, GPS capabilities, and mapbox API functionalities using C#

Little Manila Recreation Fellowship – Game Developer - News Link   May 2017 - July 2017
▪ Collaborated in an interdisciplinary team (historians, artists, etc.) to reconstruct a 3D virtual environment from history
▪ Developed using blueprinting, agile development, packaging, and C++ from the Unreal Engine
▪ Presented to an audience of 120+ people; including elected officials and community members
▪ Presented at Graz, Austria for the 15th Eurographics Workshop on September 27th-29th

ORGANIZATIONS

Association for Computing Machinery (ACM) President (ICPC Competitor)   Aug 2015 - Dec 2017
▪ Organized weekly three-hour practices in preparation for the International Collegiate Programming Contest (ICPC)
▪ Competed against other universities within the Pacific Northwest regional contest