# Jennifer Pichardo

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## Summary

Recent Game Design and Development graduate with hands-on experience building responsive web apps and interactive game systems. Driven by combining technical precision with creative design to deliver engaging digital experiences.

## Education

**Rochester Institute of Technology,** Rochester, NY                                        August 2019 – May 2025
Bachelor of Science, Game Design and Development
Minor: Psychology
GPA: 3.07

## Skills

**Programming Languages:** JavaScript, TypeScript, C#, C++, Python, HTML, CSS
**Frameworks & Libraries:** React, Bootstrap, Node.js, Express.js
**Engines & Tools:** Unity, Unreal Engine, Vite, Webpack, Git, GitHub, MongoDB, Visual Studio

## Work Experience

**IndieCade Climate Jam**

Game Design Intern                                                                        June 2025 - August 2025
- Developed core gameplay systems in Unity using C#, collaborating with a remote team of 5 members in a climate-focused game jam.
- Participated in weekly sprint cycles, contributing to design iteration, bug fixing, and user feedback implementation.
- Supported the release of a commercial Steam bundle, assisting with QA, playtesting, and final build preparation.

**RIT - School of Interactive Games and Media**

Web Developer Intern                                                                      May 2024 - August 2024
- Designed and deployed a responsive promotional website using HTML, CSS, and JavaScript to improve accessibility and engagement.
- Integrated dynamic UI components with React, enhancing site interactivity and performance across devices.
- Collaborated with faculty and designers to align the site with usability standards and institutional branding.

## Projects

**GIF Finder**                                                                  Live Demo | GitHub
Frontend Developer                                                              August 2024 - October 2024
- Produced a responsive GIF search application using React, Vite, and the GIPHY API to deliver real-time content based on user input.
- Implemented accessible UI components with clean state management and fast-loading visuals to optimize performance and user experience.

**Audio Visualizer**                                                            Live Demo | GitHub
Frontend Developer                                                              September 2023 - November 2023
- Engineered an interactive audio visualizer leveraging the WebAudio API and HTML Canvas to render shapes based on audio frequencies, allowing for 8 customizable shapes and color schemes.
- Refactored the entire codebase from JavaScript to TypeScript, enhancing scalability, code clarity, and maintainability.

**Fish Tank**                                                                   Live Demo | GitHub
Programmer                                                                      March 2023 - May 2023
- Built a Unity-based 2D simulation featuring autonomous fish controlled by AI-driven steering behaviors.
- Programmed realistic flocking, pathfinding, and obstacle avoidance to replicate natural movement patterns.