

# Tessa Power

[github.com/tessapower](https://github.com/tessapower)  
[linkedin.com/in/tessa-power](https://linkedin.com/in/tessa-power)  
[www.tessapower.xyz](http://www.tessapower.xyz)

## CONTACT

**Address** Round Rock, TX 78681  
**Phone** (512) 949-7235  
**Email** [hello@tessapower.xyz](mailto:hello@tessapower.xyz)

## EDUCATION

### Bachelor of Science (Computer Science)

- GPA: 3.6/4.0
- 2020 - 2024: Victoria University of Wellington, New Zealand

### Additional coursework

- 2017 - 2018: Mechatronics at Baden-Württemberg Cooperative State University, Germany

## TECHNICAL SKILLS

- **Languages:**
  - **Primary:** C/C++ (>7 yrs), Java (>5 yrs), GLSL/HLSL ( 2 yrs)
  - **Working knowledge:** React, TypeScript, JavaScript, Node.js, Python, Ruby-on-Rails, Go, SQL, C#
- **Frontend & Fullstack:** Material UI, Tailwind CSS, Storybook, Accessibility, SPA patterns, REST/GraphQL consumption
- **Backend & Platform:** API design (REST & GraphQL), JSON/XML integration, background jobs, AWS (foundational), CI/CD (GitHub Actions, CircleCI, Travis CI)
- **Databases:** MySQL, Redis, MariaDB
- **Graphics/Engine Development:** DirectX 11, OpenGL, Win32 API, ImGui, shader authoring (GLSL/HLSL), ECS architectures, computer graphics algorithms, OpenCV, Unity, Godot
- **Testing:** GoogleTest, JUnit, Jest, RSpec, Cucumber, Cypress, Microsoft C++ Unit Testing Framework, CTest, automated iOS UI Testing, Katalon
- **Tools:** Visual Studio, JetBrains IDEs, Git & GitHub, Jira, Confluence, Slack, Miro, Figma, FigJam, CMake, Maven
- **Methodologies:** Agile/Scrum, Test-Driven/Behavior-Driven Development, code reviews, remote-first collaboration

## SUMMARY

Well-rounded C/C++ & Java engineer with professional full-stack web app development experience. Certified Scrum Product Owner and ISTQB Foundation Level Tester. Specializes in building custom computer graphics applications and game/rendering engines.

## PROFESSIONAL EXPERIENCE

### Software Engineer I

#### Shuttlerock Limited | May 2021 - Jan 2022

- Extended in-house Ruby-on-Rails/Golang + React/TypeScript video review platform used with global internal clients.
- Refined web-based markup tools to streamline asynchronous client approvals and feedback across time zones.
- Championed automated UI-testing initiative, architecting a BDD regression suite with QA testing lead.

### Developer Intern

#### Tatou Technologies Limited | Jun 2020 - Dec 2020

- Modernized Ruby-on-Rails + Typescript web app and React Native mobile app test suites.
- Boosted automated test coverage and reduced time to deploy with automated regression test suites.
- Created end-user app tutorial videos and docs reducing support requests and onboarding time.

### Product Associate

#### YR Live Limited | Oct 2019 - Mar 2020

- Defined product vision and company roadmap collaboratively with the CTO/Co-founder.
- Introduced Agile processes and culture (Scrum ceremonies), dissolved communication silos with company-wide Slack, accelerating project cadence across Japan/US/UK teams.
- Partnered with clients to pioneer on-demand, online store integrations for sustainable, low-waste custom-print apparel production lines.

## PROJECTS

### 3D Editable Mesh Terrain

[GitHub Link](#)

3D interactive terrain simulation, C++, Computer graphics, OpenGL, GLSL, procedural generation, real-time rendering/mesh editing, ImGui.

### Custom DX11 3D Rendering Engine

[GitHub Link](#)

Hardware-accelerated rendering engine, Computer graphics, C, C++, DirectX 11, Win32, HLSL, custom shader development, ImGui.

### Video Stabilizer

[GitHub Link](#)

Computer vision, OpenCV, C++, video post-processing, matrices, computer graphics