**Jayden Spitulnik**

(240) 565-4028 | [j.spitulnik@ufl.edu](mailto:j.spitulnik@ufl.edu) | linkedin.com/in/jayden-spitulnik/

**Education**

**University of Florida (*May 2026*)**

Bachelor of Science in Computer Science - GPA: 3.61

Minor in Business Administration

Artificial Intelligence Fundamentals and Applications Certificate

**Skills**

**Front End:** JavaScript, TypeScript, HTML, CSS, React, PHP, React Native

**Back End:** Python, C++, Java, C#, Go **Other Technologies:** GraphQL, Git, Github, FireBase, SQL, MATLAB

**Relevant Experience and Involvements**

**UF Dream Team Engineering**

***Shadowing Team (Fall 22)***

* Worked with different teams, sat in on meetings, pitched ideas, and caught up with projects quickly
* Implemented APIs such as Auth0 and added Assets to Unity Projects

***Cardiology Team (Spring 23-Present)***

* Collaborated with a prestigious team of engineers, working with Shands Children's Hospital, to build a groundbreaking website for doctors
* Contributed to the creation of an innovative platform that allows doctors to upload DICOM files, providing interactive 3D visualization of children's hearts for enhanced medical analysis
* Utilized React for front-end development and contributed to the implementation of a user-friendly interface

***Designathon Committee (Summer 23-Present)***

* Developed a website in Weebly to facilitate participant registration and marketing for the Designathon, a cross-campus hackathon fostering engineering innovation meant to support Shands Children’s Hospital
* Played a key role in marketing efforts, crafting strategies to engage other engineering student organizations and attract participants to the Designathon

**Dance Marathon**

***Digital Marketing Tech Team Captain (Fall 23-Present)***

* Maintained and updated legacy PHP website
* Developed new react native app for entire organization from the ground up with a FireBase database
* Collaborated and worked in teams to meet deadlines and ensure quality code

**Personal Projects**

**Minesweeper (*Spring 23)***

* Designed and implemented a dynamic Minesweeper game using the C++ SFML library, featuring adjustable grid sizes, customizable mine counts, and a functional leaderboard for tracking player scores

**Webcam to ASCII (*Spring 23)***

* Developed a webcam-to-ASCII program utilizing Python libraries OpenCV and Numpy, transforming live video input into real-time ASCII representations

**Dr. AI (*Fall 23)***

* Built AI chat app using React for Designathon competition
* Quizzed pre-med students on diseases and proper treatments to give
* Allowed users to receive medical advice given their symptoms and relevant pre qualifiers

**Work Experience**

**Code Ninjas**

***Coding Instructor (Summer 23)***

* Led coding classes and camps for children aged 7-14
* Facilitated engaging and interactive learning experiences that increased student scores by 25%
* Collaborated with other instructors and staff to improve curriculum and teaching methods that increased retention by 30%
* Assisted students in problem-solving coding challenges and debugging errors in their projects