

JESSICA M. VÁZQUEZ RODRÍGUEZ

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PROFESSIONAL SUMMARY

Ever-curious, Web Developer and Independent Game Developer, with an interest in *Game Programming*, *Game Narrative & Design* and *Serious Games*. Currently looking to explore development and research opportunities in these areas. Puerto Rico -based and willing to re-locate.

TECHNICAL SKILLS

- *Advanced* HTML, CSS and Bootstrap 3.3.7
- *Intermediate* JavaScript and JQuery, C#, NodeJS, ExpressJS, Python, AngularJS v1, ASP.NET MVC5, PHP, (My)SQL
- *Intermediate* Git, Bash, Linux
- *Basic* ReactJS, Electron, Ionic, MongoDB, Gulp, LESS, SASS
- *Basic* C++, Unity game engine, MonoGame framework, Blender3D
- Graphics assets authoring with GIMP, Inkscape, Adobe XD, Affinity Designer

WORK HISTORY

Web Developer (Professional Services)

October 2017 - Present

ITGroup

Cupey, PR

- Developing web-based portal module for Triple-S Vida, where insurance clients can process claim requests for different types of life insurance policies and respective benefits. The application is built on ASP.NET MVC5, making use of existing RESTful APIs and a variety of UI libraries.

Instructor

July 2017 to Present

Codetrotters Academy

San Juan, PR

- Teaching two sessions, morning and evening, bi-weekly, of a 10-week introductory programming course dedicated to HTML, CSS and JavaScript, contributing to the growth of the local tech workforce.
- Updating or developing course materials every week to reflect and adapt to each session's own pacing.
- Mentoring students, a majority that are experiencing coding for the first time, into completing weekly assignments, a final project, and developing other necessary skills for a software development career.

Technology Summer Intern

June 2017 - July 2017

GFR Media

Guaynabo, PR

- Summer Intern at the Digital Development department in one of the largest media and data-driven companies in Puerto Rico.
- Developed web applications with JavaScript (front-end and back-end) that directly connect data from different sources with the company's Tableau Business Intelligence (BI) environment, improving the BI department's efficiency and ease of access to important data about their digital products' users and interactions.

Web Developer

October 2015 - April 2017

Akcelita

San Juan, PR

- Contributed to the development of user experiences for various applications with JQuery, AngularJS and ReactJS, mainly Medicare STEP App and Aseguratec.com, collaborating in different teams. Also performed back-end development tasks, using NodeJS, ExpressJS, MySQL and Gulp.
- Helped build the front-end of an initial version of the hybrid mobile application, MyNutriKart, using the Ionic framework.
- Designed web sites for several company products and services (WordPress, HTML5, CSS3, JavaScript).
- Implemented, and sometimes even designed, application user interfaces, from wireframes and mockups to working prototypes.

EDUCATION

Bachelor of Science in Computer Science, Minor in Design & Dev. of Video Games

Grad. December 2017

Inter-American University of Puerto Rico

Bayamón, PR

- *Summa Cum Laude* (3.85 GPA)
- Vocal member at the INTERDEV Association for Computer Science students
- Founder and member of Include Girls campus chapter, organization supporting gender diversity in STEM

PROJECTS & ACHIEVEMENTS

- Awarded with various **scholarships**, most notably: 2017 Tapia Conference, 2017 Grace Hopper Celebration, 2018 GDC IGDA Foundation
- **Global Game Jam Puerto Rico 2018**: member of the organizing team for this year's local Global Game Jam gathering, to be held January 26-28
- **Time Attack! 2D Game Prototype (2017)**: built with the MonoGame framework, presented at INTERActiva Expo 2017
- **Research (2017)**: completed my field practicum by assisting Prof. Ana P. Becerra in research for Ransomware in the Internet of Things
- **Internet-Connected, Raspberry Pi Simon-Says Game machine (2016)**: the machine would connect to a web application to send player scores
- **INCLUDE-A-THON (2015)**: Winner in Best Job-Related Hack category at hackathon, with mobile app for idea generation, IdeaFactory
- **SilverQuest Online RPG (2008-2011)**: amateur-run, 2D online RPG project with ASCII-like graphics and an innocent sense of humor, devised by Wolfgang Wozniak, where I contributed as assistant designer