JESSICA CLAPPISON

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OBJECTIVE

Graduating student with programming and moderate 3D modeling experience and minor rigging and animation experience seeking internship opportunities

EDUCATION

B.S., Computer Science Engineering, Michigan State University | East Lansing, MI ***Expected Graduation: May 2019***

- **3.7 GPA**
- **Minor:** Game Design & Development *Ranked 7th in the Country by Princeton Review*
- **Minor:** Information Technology
- **Honors College:** Undergraduate, Honors College

WORK EXPERIENCES

Web Developer Intern, Residential and Hospitality Services | East Lansing, MI *2017-Now*

I develop the front and backend of an internal Michigan State University package handling site. The system can track the status of a package, update user and package info, output various reports of package and user data, and execute dynamic searches. In addition to developing these website pages, I also created and update the database tables that are needed to make the site function.

Software Engineer Intern, Whirlpool Corporation | Benton Harbor, MI *Sep 2018-Dec 2018*

For this Michigan State University computer science capstone project, a team of four other students and I were assigned a client from Whirlpool Corporation and tasked with creating an Android app and iOS app. Our project was an internal crowdsourcing app, the main purpose of which was to gather food related data to better Whirlpool's object detection capabilities. The app could take photos, annotate those photos, use these photos in a data validation game, and collect and maintain user information. My main role in the app's creation was Android front and backend development.

Software Engineer Intern, Target Headquarters | Minneapolis, MN *June-August 2018*

Partnered with the Metrics Ingestion and Predictions Systems department. The department's purpose is to take in data for their clients for a specific metric. They then display the actual and expected data graphically, and if there is an outlier in the data, they alert the appropriate channels. My role was to learn about the infrastructure behind the department and the tools used to maintain it. My main project was to make a Python package that automated the process of finding the anomaly threshold for a set of data.

SKILLS

- **Languages**: Python, C++, PHP, CSS/HTML, Git, Java, JavaScript, C#, Perl
- **Languages Continued:** PostgreSQL, SQL, NoSQl, MySQL, HiveQL, Pig, Linux/ UNIX, Scala
- **Tools:** Unity, Maya, Substance Painter, AWS, Android Studio**,** , UML, Visual Studio 2015/2017, CAD

RELEVANT COURSEWORK

- MI 445: **Game Design and Development I** - Unity, C#
- MI 455: **Game Design and Development II** - Unity, C#, Maya, Substance Painter
- MI 497: **Game Design Studio** - Unity, C#, Maya, Substance Painter
- MI 498: **Collaborative Game Design** - Unity, C#, Maya, Substance Painter
- MI 247**: 3D Graphics and Design** - Maya
- CSE 231: **Introduction to Programming I** - Python
- CSE 291: **Sel Topics in Computer Science -** Python
- CSE 232: **Introduction to Programming II** - C++
- CSE 320: **Comp Organization and Architecture** - Assembly Language
- CSE 331: **Algorithms and Data Structures** - C++
- CSE 335: **Software Design** - C++
- CSE 410: **Operating Systems -** C++
- CSE 435: **Software Engineering** - HTML, CSS, GitHub
- CSE 472: **Computer Graphics** - OpenGL, Visual C++, C#
- CSE 482: **Big Data Analysis** - Python, HiveQL, Pig, SQL, NoSQL
- CSE 498: **Collaborative Design -** Java, Android Studio, MySQL