Laura Jennings

Junior Full-Stack/Game Developer

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OBJECTIVE

Seeking a junior developer position where I can utilize my skills learned during the Coder Academy BootCamp to create visually appealing and user-friendly applications. Since graduating I've been using GD Script and GODOT engine to build a 3D restaurant game and I intend to continue learning game dev with GODOT and Blender. I enjoy working with others, I have always had great relationships with my co-workers and it is a priority to continue making connections at work.

EDUCATION

Diploma of IT   **2023**
Coder Academy

MY SKILLS

GIT
GODOT
Blender
GD Script
HTML
CSS

Python
JavaScript
Express
MongoDB
React
Node

CURRENT PROJECTS

Burger Game
Godot | GD Script | Blender
A 3D restaurant game that could be used as e-training for people making burgers. Uses ray tracing to pick up or instantiate resources and physics process to continuously update the item's position to follow the mouse until it is placed on the appropriate collider.

Planner
Godot | GD Script
A daily planner using only Godot UI elements that can be used to organize a checklist by giving common options in separate categories to give users some variety while maintaining structure.

WORK EXPERIENCE

Hungry Jacks
2013 - Present
- Customer service
- Teamwork
- Multi-tasking

Heidi's Mobile Pet Grooming
2018 - 2019
- Appointment management
- Basic dog grooming

Browns Plains Printing
2019 - 2021
- Task management
- Delivery packing
- Printing production

Doolittles Pet Retreat
2016 - 2018
- Animal care and management
- Employee training