

Jenna Curls

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EDUCATION

Florida Polytechnic University

Lakeland, FL

Bachelor of Science in Computer Science, Concentration in Game Development

Aug. 2023 – May 2027

Relevant Coursework: Linear Algebra, Data Structures, Database 1, Computer Systems

EXPERIENCE

Student Worker

Aug. 2024 – Present

Auxiliary Enterprises at Florida Polytechnic University

Lakeland, FL

- Manages services like printing, shipping, card production and parking.

Early ID Technology Program Mentee

Jan. 2025

Citi Banking

Remote

- Selected for Citi's mentorship program focused on preparation for the 2026 Summer Analyst role.

Web Developer

May 2024 – Jan. 2025

Lizard Kings

Cape Coral, FL

- Developed with Bootstrap, HTML, CSS, and JS.
- Features responsive design, automated email confirmations, and Google Sheets integration.

Assistant Game Programmer - Intern

May 2024 – Aug. 2024

Untold Legends

Remote

- Implemented combat mechanics, dialogue systems, and cutscenes using Unreal Engine's Blueprints and C++.

PROJECTS

Bird Sorters: Frenzy! | Unity, C#, Visual Studio, GitHub, Trello

July 2024 – Present

- Collaborating with a team to develop and publish a mobile game using Unity and C# in Google Play Store.

SPIDAM | Python, Tkinter, NumPy, Matplotlib, Visual Studio, GitHub

Dec. 2024

- Worked on a GUI-based tool for visualizing sound data and performing various sound analysis operations.

Hidden Hearts | GameMaker, GML, OperaGX, GitHub, Trello, Aseprite

Nov. 2024

- Developed a side scrolling platformer for GitHub Game Off.

Hackathon - Concepts and Methods | C, Arduino, Excel

Feb. 2024

- Completed within 6 hours. Created a joystick to draw with an Etch-A-Sketch that would send data to excel.

Hackathon - Career Design | C, Arduino

Oct. 2023

- Built a MeArm v1 robot in a team with a 6 hour timeframe.

ACCOMPLISHMENTS & CERTIFICATIONS

Provost's List | Florida Polytechnic University

Fall 2024

- Earned a 3.5 or higher GPA for the Fall 2024 semester.

Unreal Engine 5 C++ | Udemy

June 2024

- Completed a 53-hour covering open-world design, AI behavior, combat mechanics, and UE5's latest features.

TECHNICAL SKILLS

Programming: GML, Python, C#, C++, C, HTML/CSS, SQL, JavaScript

Game Development: GameMaker, Unity, Unreal

Tools: GitHub, Apps Script, Visual Studio, Microsoft Office, MATLAB, Adobe Skills, Arduino

Libraries: Bootstrap, Tkinter, NumPy, Matplotlib