Jaden S. Feliciano

[jadenfeliciano@gmail.com](mailto:jadenfeliciano@gmail.com) | (347) 841 - 4473 | <https://www.linkedin.com/in/jaden-feliciano-b3a5aa228> | Portfolio: <https://jadenfeliciano.wixsite.com/portfolio>

EDUCATION

**SUNY Polytechnic Institute of Technology** Utica, NY

Bachelor of Science in Computer and Information Design May 2021

* Coursework: Professional Game Design | Information Design | Software Documentation | Computer Science in C, C++, and Java.
* Worked at least 24 hours a week through four years of college to pay for living expenses.

PROGRAMMING EXPERIENCE

**COM 219: Intro to Video Game Design and Culture**  September 2018

* Using an arcade-game design program (Construct 2), I worked with a classmate to provide programming for a top-down story-based game that went beyond the usual design style in the program.
* Spent personal time to educate myself further in programming with Construct 2 to incorporate new techniques and styles beyond the professor’s expectations.
* Results were a ‘short yet successful game unlike anything made in this course’ as quoted by the professor.

**Police Athletic League** Manhattan, NY

Summer Camp Group Leader June 2018 – August 2018

* Took initiative to teach 2nd grade how to create a Mario-style game using Construct 2 and dubbing it their PAL game.

**CS 100: Intro to Computing in Python** September 2017

* Learned and implemented the basics of coding structure to create many one-task programs throughout the course.

**CS 108: Computing Fundamentals in C** January 2021

* Worked to develop four programs that utilized arrays, file manipulation, and functions.

**CS 240: Data Structures and Algorithms in C++** January 2021

* Coded six projects using combinations of arrays, loops, functions, and working with standard deviation.
* Learned to trace programs and decipher its functions, including reading long loop iterations.

**CS 249: Object-Oriented Programming in Java** January 2021

* Took advantage of professor’s office hours to understand how to better code the seven projects assigned.
* Developed projects with large amounts of code implementing various methods, classes and data types, even recreating Minesweeper.
* Created UML diagrams to visually represent the main functions of some program assignments.

ADDITIONAL INFORMATION

* Technical Skills: Python, CodeBlocks, IntelliJ, Blender 2021, Maya 2021, Microsoft Office Suite, OBS Studio, Umlet, Construct 2 & 3, Davinci Resolve, Paint.net, Gravit Designer