Jana Holderbaugh

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Objective
- Seeking a full-time development position following graduation in May 2020

Education
- **Michigan State University**, East Lansing Michigan
  Bachelor of Engineering in Computer Science,   2016 - Expected 2020
  Minor in Game Design and Development, GPA: 2.9
  - o Mobile Application Dev, Database Systems, Game Dev Capstone, Intro to Programming in Python and C++, Comp Organization and Architecture, Operating Systems, Algorithm Engineering, Web Architecture and Dev, Software Design, Discrete Structures in Comp Sci, Algorithms and Data Structures, Computability and Languages

Work Experience

Michigan State University
Capstone Project with High Moon Studios   January 2020 – May 2020
- Designing and Implementing a 4-player free-for-all FPS game
- Designing Game Systems for Players and Purchasing Items
- Repetitive Playtesting to establish good game feel

Michigan State University
Capstone Project with Bosch   August 2019 – December 2019
- Learned about Bosch Advanced Driver Assistance Systems (ADAS) radars
- Designed Continuous Integration and Continuous Testing (CICT) Pipeline
- Implemented Jenkins Pipeline with 6 Stages to continuously test proprietary hardware

Verizon Media
Technical Intern   May 2019 – August 2019
- Created UI elements to make more unique queries to run on Druid metadata
- Learned Turnilo an Open Source visualization software on top of plywood libraries for Druid querying
- Enhanced Turnilo to have the capability to have multiple time range queries

Oath: A Verizon Company
Technical Intern   May 2018 – August 2018
- Created visualizations for Oath Data Scientists to identify anomalies
- Developed Oozie workflows utilizing Pig to produce a daily feed of critical mail data
- Learned 5 Big Data technologies: Superset, Druid, Pig, Hive, and Oozie

Michigan State University: Resident and Hospitality Services
Student Web Developer Intern   October 2017 – May 2018
- Created a series of test websites to modify databases for MSU RHS
- Developed PHP queries to search, insert, delete, and update databases through websites

Languages and Relevant Technologies
- C, C#, C++, Bitbucket, Druid, Git, GitHub, Hive, JavaScript, Jenkins, JSON, MySQL, Pig, PHP, Python, Screwdriver, MySQL, Oozie, Unity, XML