

# Jaden Brooks

## Undergraduate Software Developer

I am a passionate programmer with a deep interest the sciences and an eagerness to contribute my skills to laboratory work. I thrive working with teams and collaborating to find elegant solutions to complex problems. I learn new systems and programming languages quickly, and enjoy taking any opportunity I can to expand my skills as a programmer.



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github.com/Defragmented/D  
efragmented-Portfolio

## SKILLS

C++

React

Typescript

C#

Python

Javascript

HTML

CSS

Lua

PHP

SQL

Unity Engine

Godot Engine

Swift

Visual Basic

## EDUCATION

### Associates In English Aiken Technical College

01/2020 - 12/2022

### Associates In Computer Science Aiken Technical College

01/2023 - Present

Courses

- CPT-212 Visual Basic Programming
- CPT-233 C++ Programming II
- CPT-240 Internet Prog With Databases
- CPT-265 Adv. Systems & Procedures

## WORK EXPERIENCE

### Freelance Application Development Freelance

05/2023 - Present

Commission-based visual basic/html app development

Achievements/Tasks

- Plan, code, debug, and maintain bespoke visual basic programs for clients within a deadline.
- Examples include an event calendar for tracking ongoing events during a worldbuilding project, and a calculator to determine workplace efficiency in a prototype board game.

Contact : Client info available on request

### MSIPP Application Development Intern Savannah River National Laboratory

05/2024 - Present

Aiken, South Carolina

Achievements/Tasks

- Planning and design of Neutrino Modular Frontend Framework

Contact : Bethany Sumner, Project Manager - BethanyJSumner@gmail.com

## CERTIFICATES

Certificate in Internet Technology (01/2022 - Present)

## PERSONAL PROJECTS

### Astral Loader (08/2023 - Present)

- Solo developed Unity game where the player uses a physics based lander ship to manipulate cargo crates within a time limit

### Inertia (10/2023 - Present)

- 2D asteroids-esque game with three dimensional lighting and shading effects

### CubeVentory (01/2024 - Present)

- An inventory management companion app for DnD, inspired by Resident Evil 2 and Escape from Tarkov. It allows u to track inventory items on a block based inventory grid using physical size to restrict carrying capacity.