

FULL STACK PROGRAMMER

Hello, my name is

Shenabeth Jenkins

I'm a computer scientist specializing in full stack development and software engineering. With expertise in building web applications and designing software solutions, I'm passionate about pushing the boundaries of programming. Explore my projects and achievements to see how I can contribute to your next endeavor!



Let's Collaborate!

[Download Resume](#)



About ME

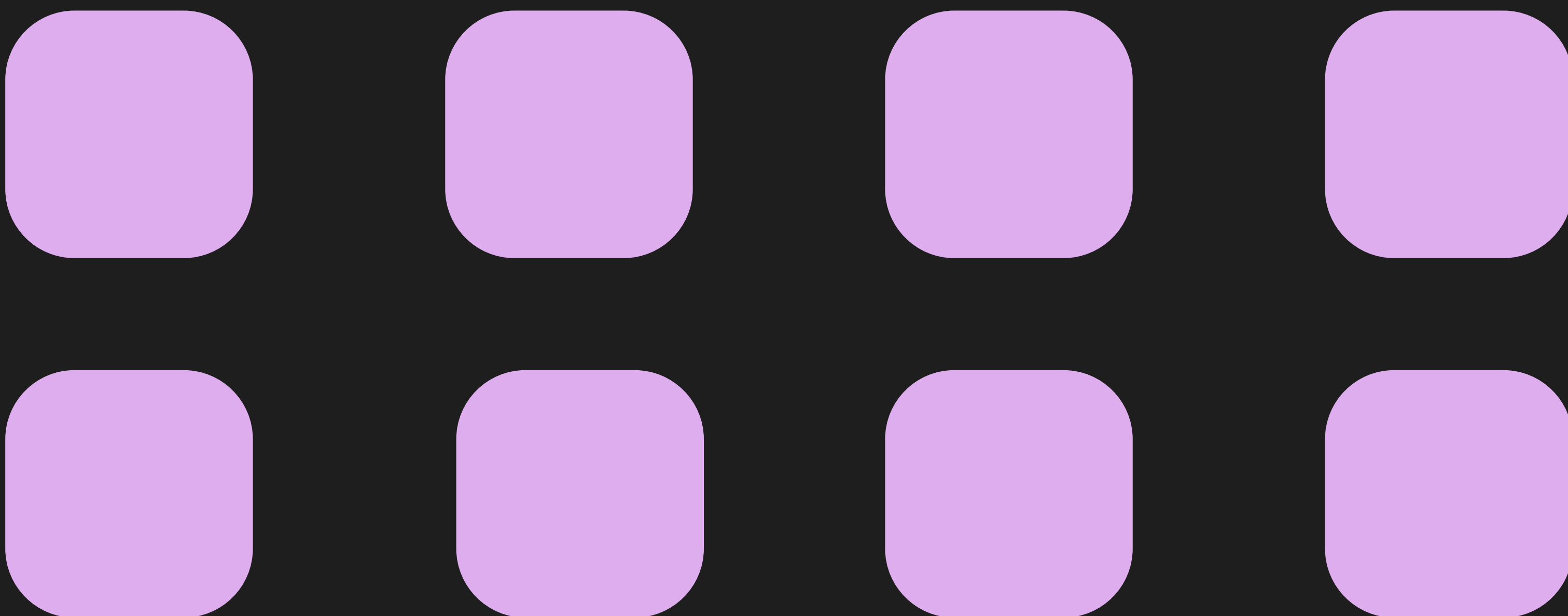


I'm Shenabeth, a graduate from the University of Maryland, College Park. When I'm not coding or designing, I enjoy playing video games and working on handicrafts and DIYs. Feel free to explore my projects and connect with me. Let's create something amazing together!

[More About Me](#)

[Portfolio](#)

My SKILLS



Like what you see so far? Learn more about my rounded technical skills!

[See More Talent](#)

Latest PROJECTS

MONTH YEAR - PRESENT

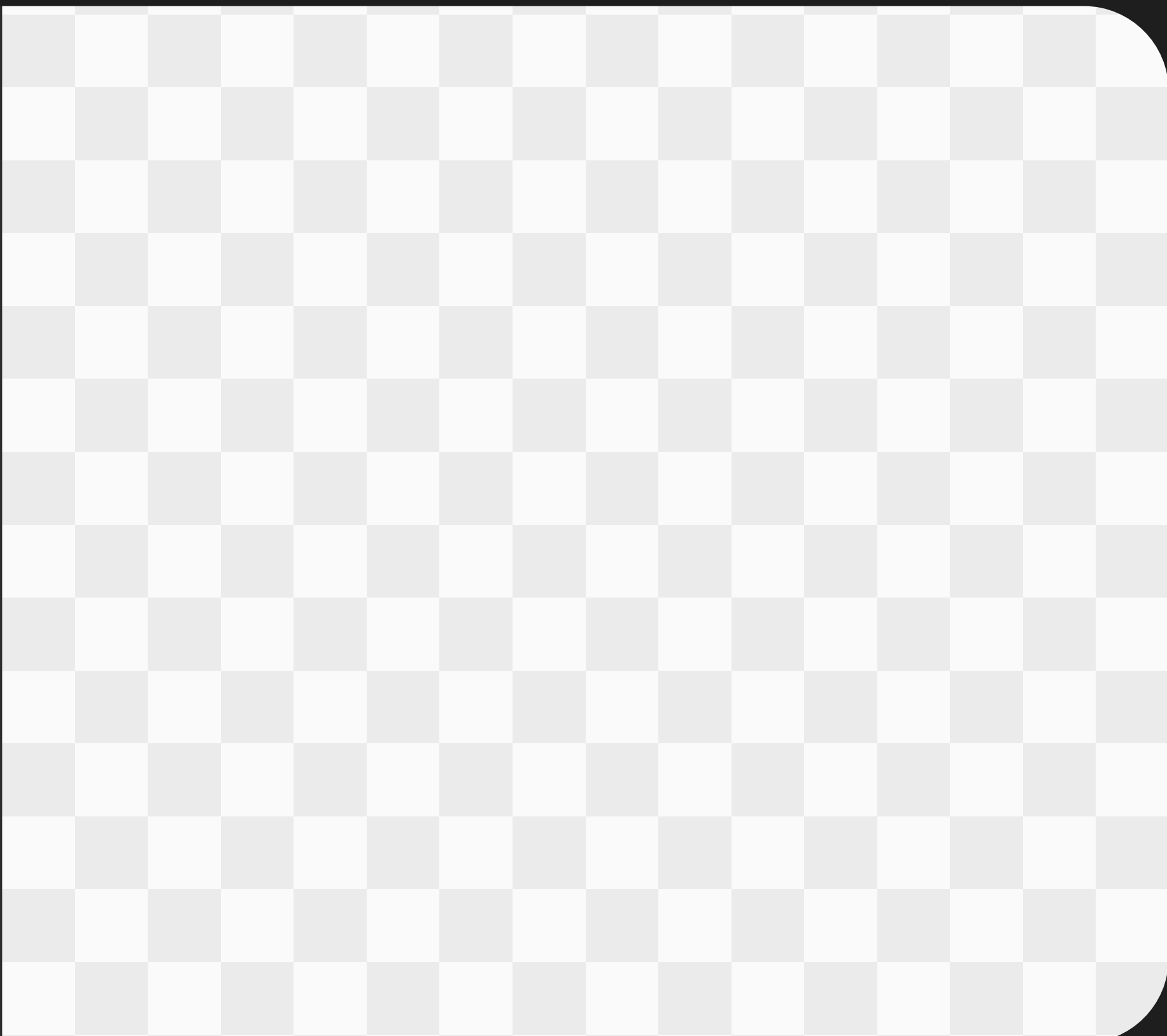
UniPlanner

React Native, TypeScript

This will be a paragraph that briefly explains the project. There will be a either a single image or a mini gallery beside this section that shows a few snapshots.

[Learn More](#)

[View All Projects](#)



MONTH YEAR - PRESENT

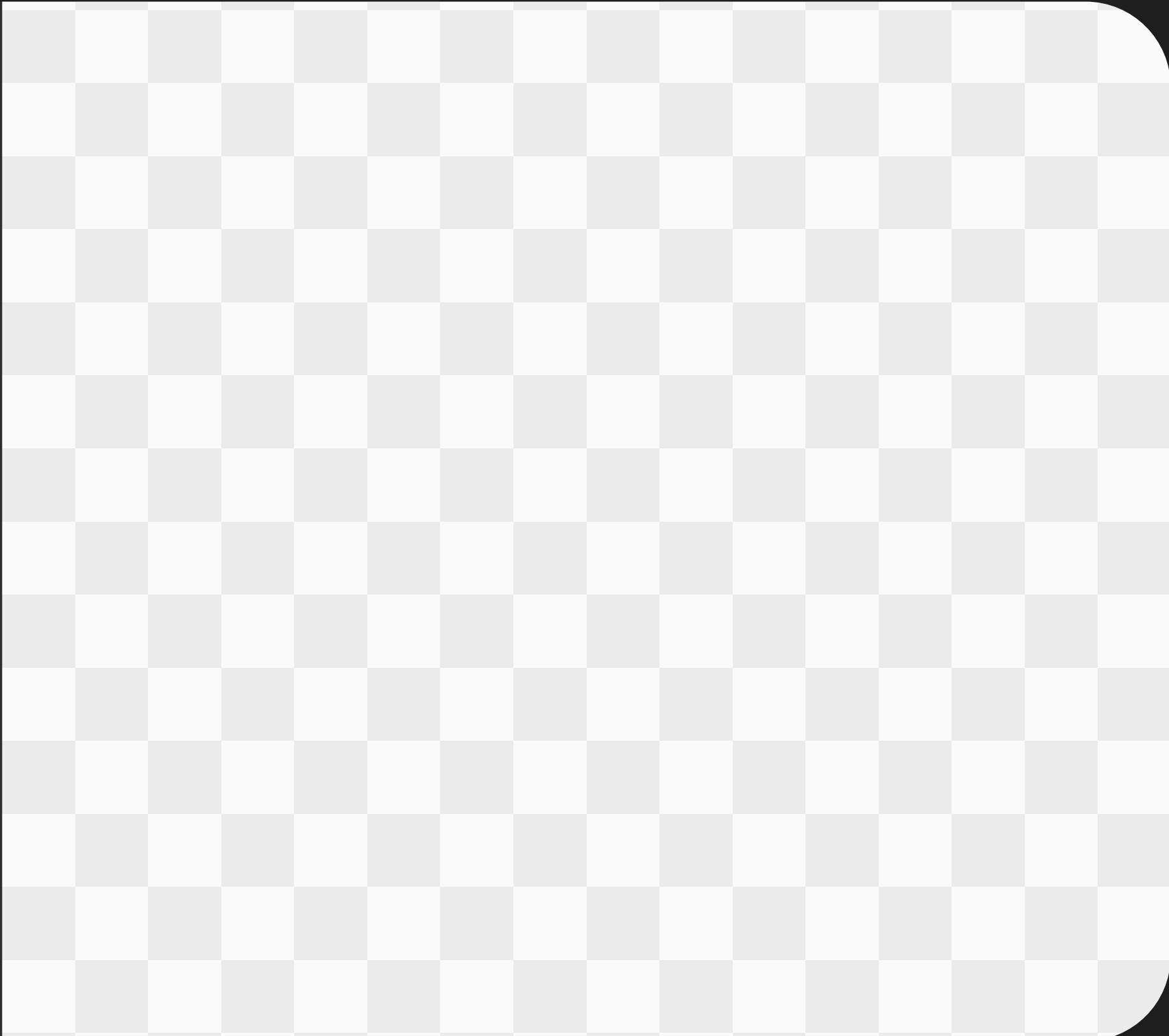
Doggo Quest

Unity C#

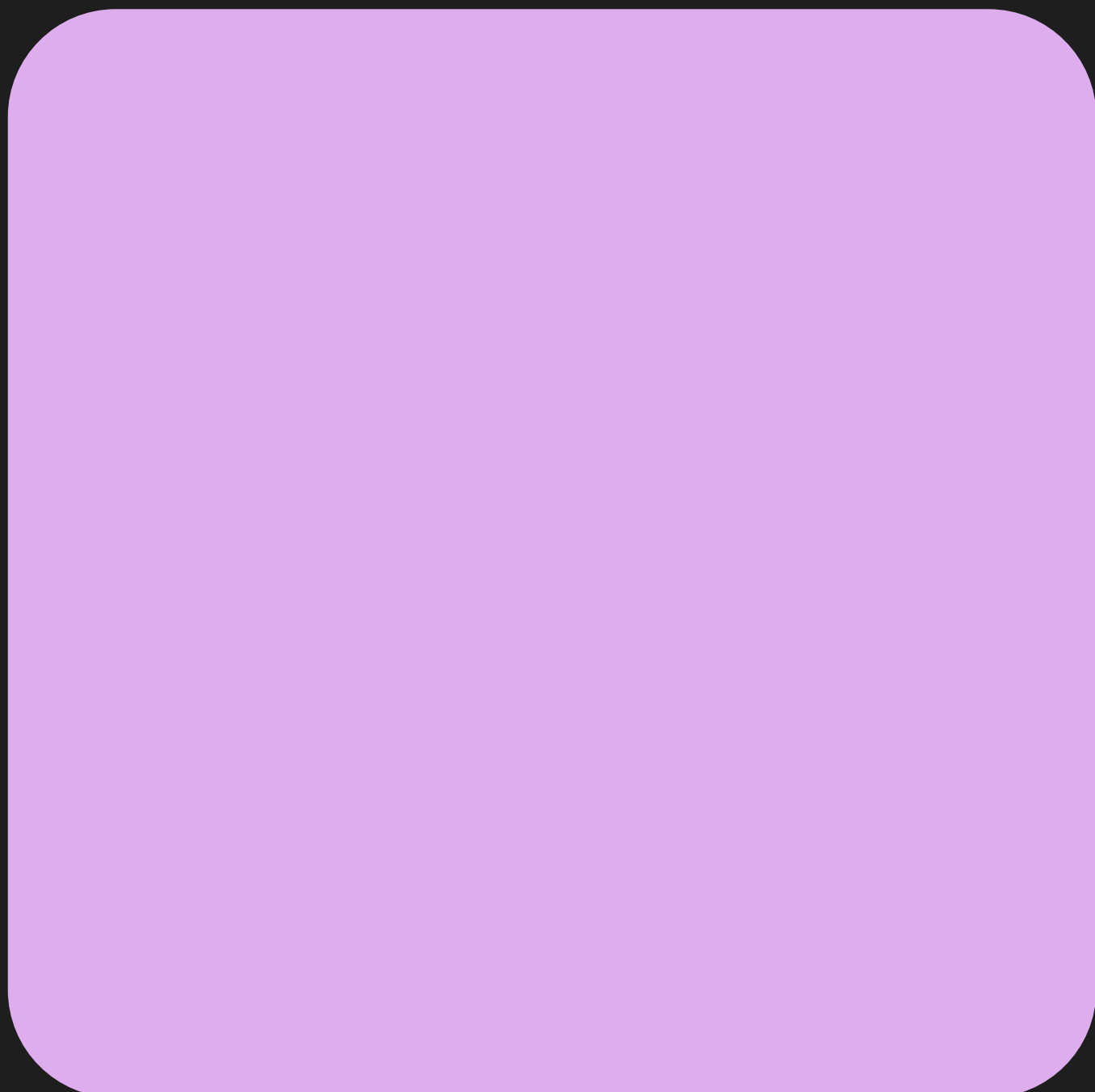
This will be a paragraph that briefly explains the project. There will be a either a single image or a mini gallery beside this section that shows a few snapshots.

[Learn More](#)

[View All Projects](#)



Contact ME!



Email Address

Subject

Type Message

[Send Message](#)

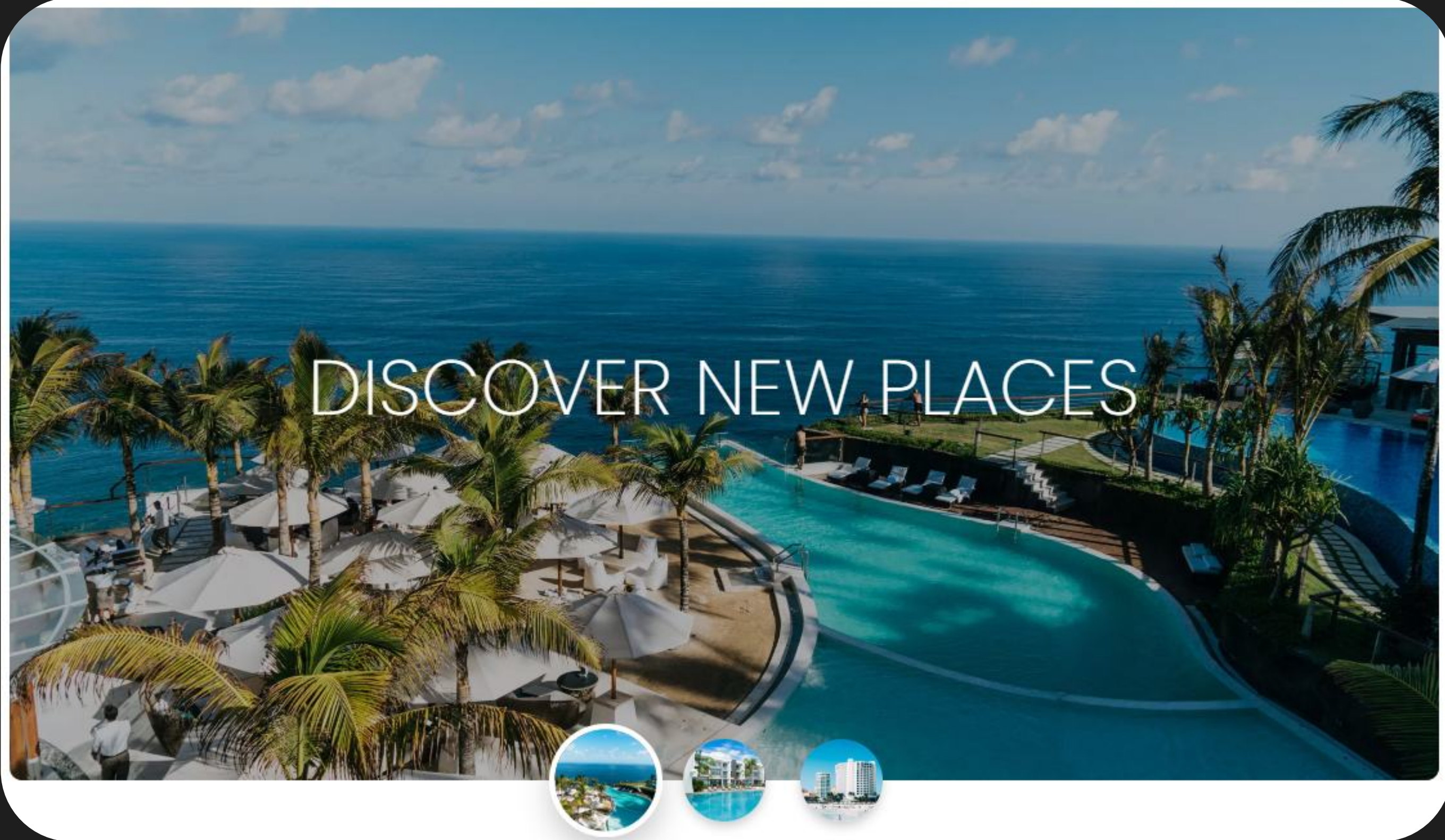
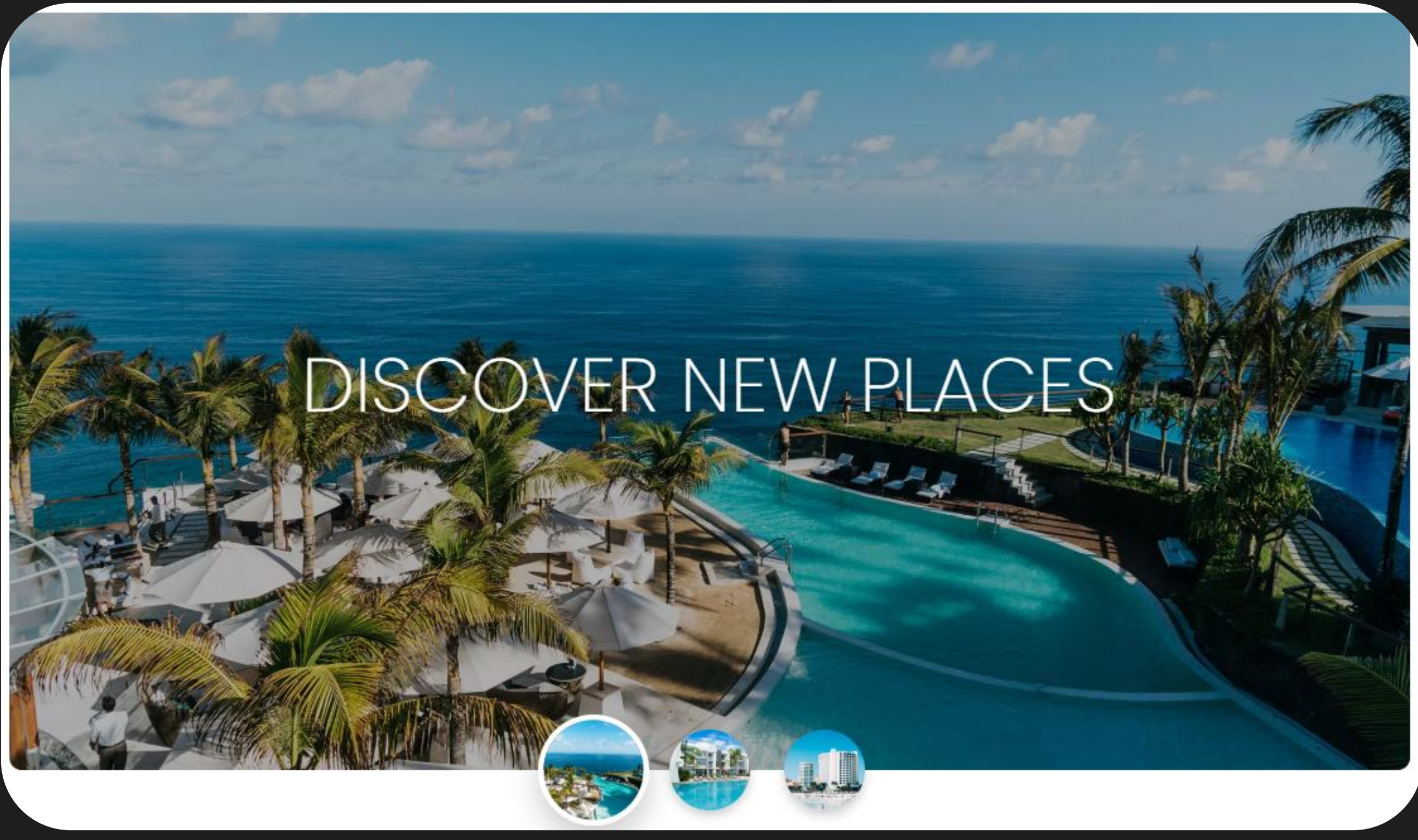
About ME

In a game development class, my teacher once emphasized the challenge of creating everything professionally in a video game independently. It may be difficult, but it's undeniably achievable. Since 2014, the year I discovered my deep passion for technology, I've embarked on a relentless journey of self-improvement. The belief that being a jack-of-all-trades is a strength has been my guiding principle. I firmly believe in being my own best teammate.

Now, let me take you through my versatile skill set. From wielding paintbrushes to crafting melodies, and delving into the intricate world of coding, I've cultivated a unique blend of artistic, musical, and technical abilities. Each skill contributes to my holistic approach, ensuring that I bring a multidimensional perspective to every project.

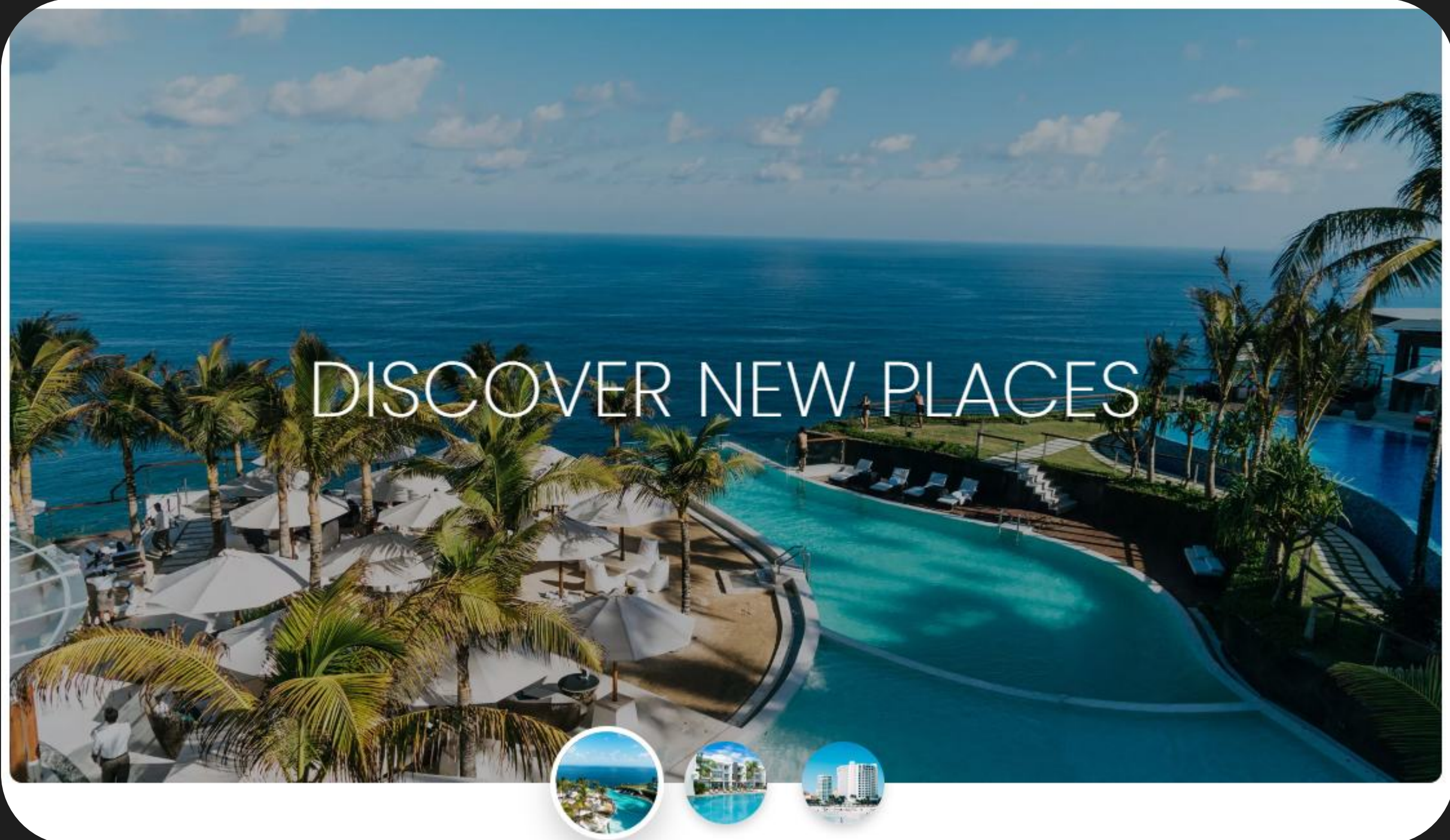
ART

Art has always been about creativity, not the fancy tools. My journey began with nothing more than a pencil and paper. Self-taught in traditional art, I mastered the nuances of graphite before venturing into pens, charcoals, and markers.



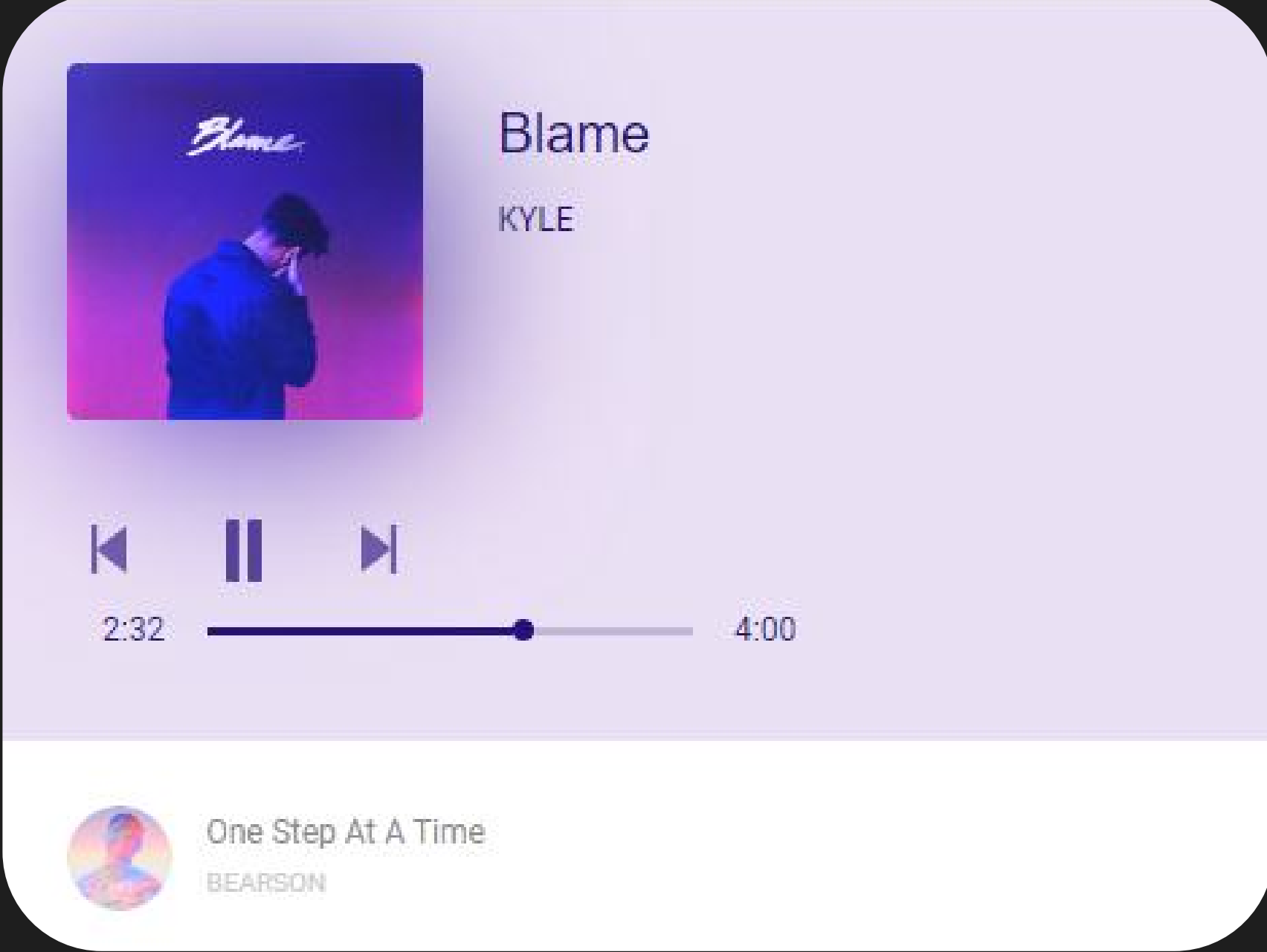
The transition to the digital realm marked a new chapter, where I initially started with just the precision of my hand and a mouse. Eventually, I embarked on a unique endeavor — creating commissions using nothing but my phone. It was a testament to the idea that art thrives on ingenuity rather than elaborate setups.

Today, equipped with a tablet, I seamlessly blend the traditional and digital, bringing my artistic visions to life with every stroke.



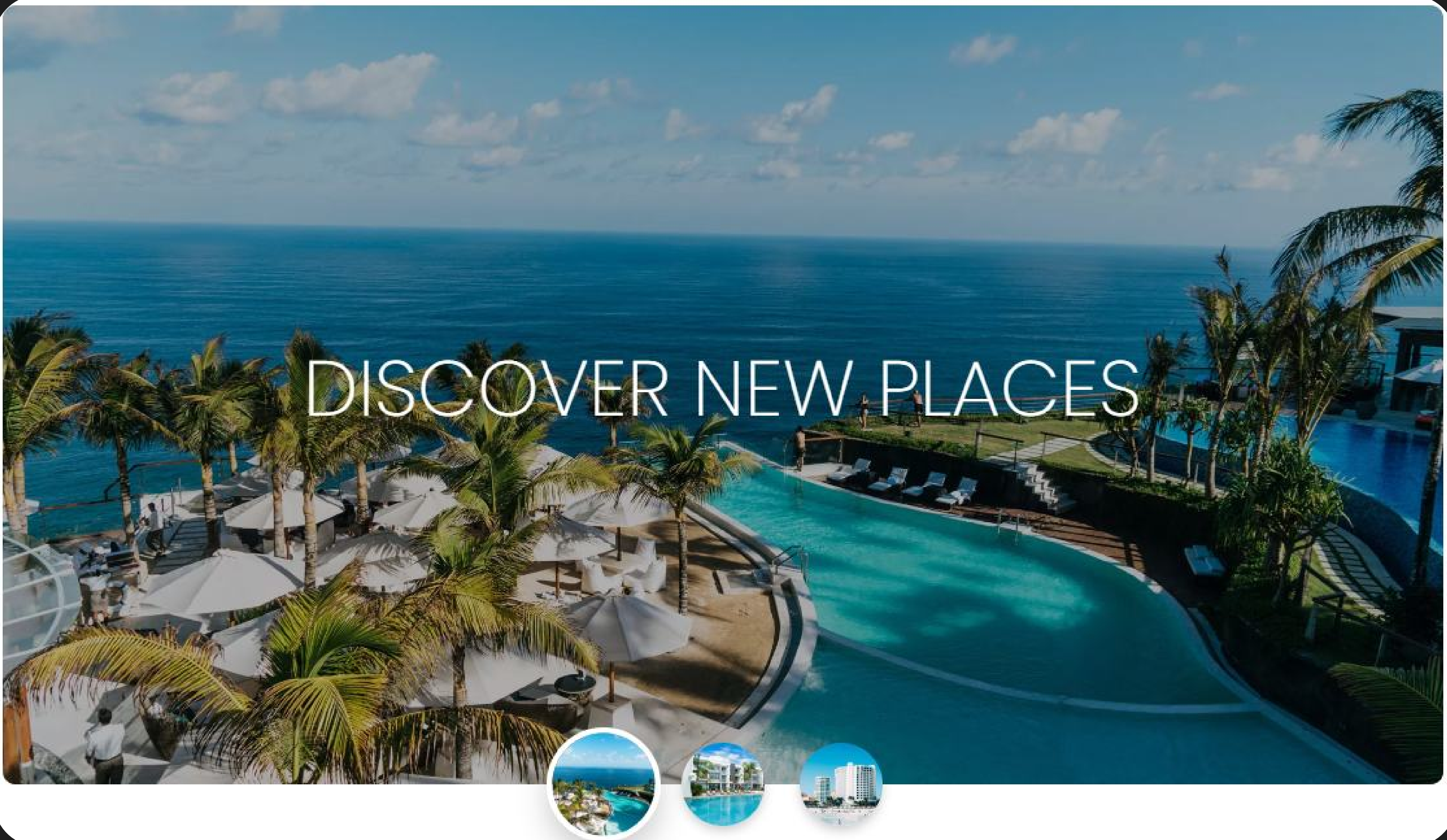
MUSIC

My musical odyssey began with self-taught piano playing, initially without a defined purpose. Intrigued by the enchanting world of video game music, I discovered a passion for creating my own compositions digitally. I transitioned from traditional sheet music to the dynamic realm of MIDI, embarking on a journey from experimenting with loops to crafting entirely original pieces. Despite the ongoing learning process, the joy lies in seamlessly blending my love for music with technology, now capable of crafting my own unique video game soundscapes.



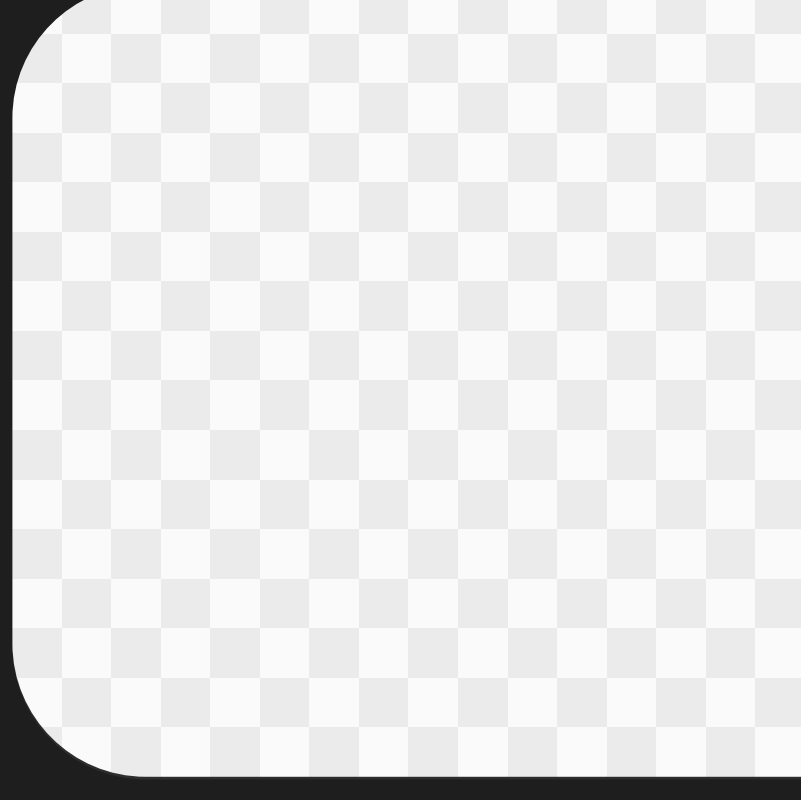
GAME DEVELOPMENT

My musical odyssey began with self-taught piano playing, initially without a defined purpose. Intrigued by the enchanting world of video game music, I discovered a passion for creating my own compositions digitally. I transitioned from traditional sheet music to the dynamic realm of MIDI, embarking on a journey from experimenting with loops to crafting entirely original pieces. Despite the ongoing learning process, the joy lies in seamlessly blending my love for music with technology, now capable of crafting my own unique video game soundscapes.



My SKILLS

EDUCATION



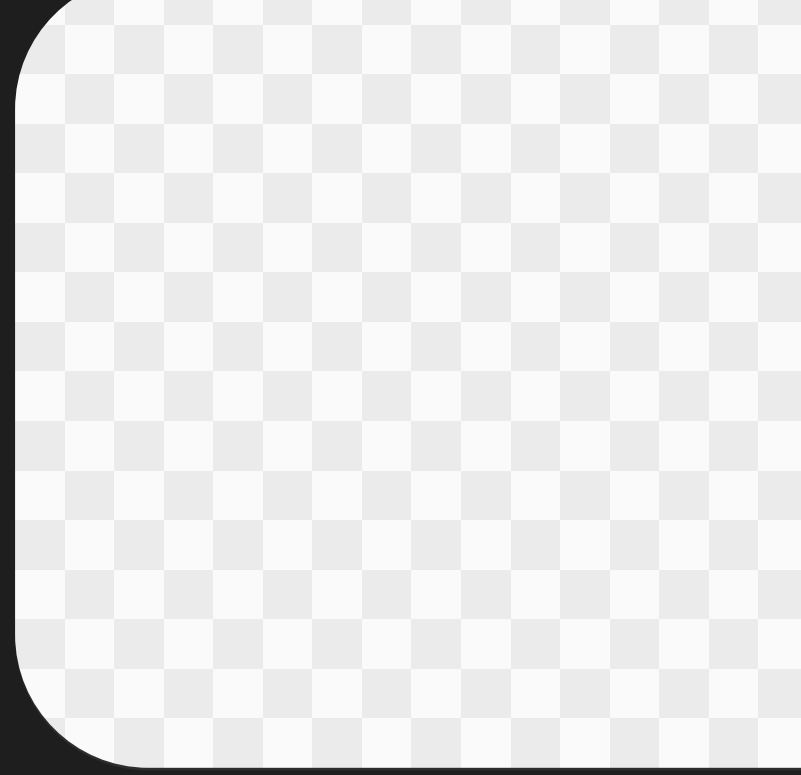
JAN 2021 – MAY 2024

University of Maryland, College Park

GPA: 3.0

Bachelor's of Science in Computer Science

Minor in Astronomy



SEP 2018 – DEC 2020


Montgomery College, Rockville

GPA: 3.4


Associate of Arts in Computer Science

TECHNICAL SKILLS

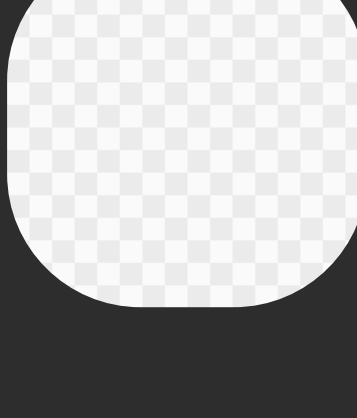
Languages




75%




75%



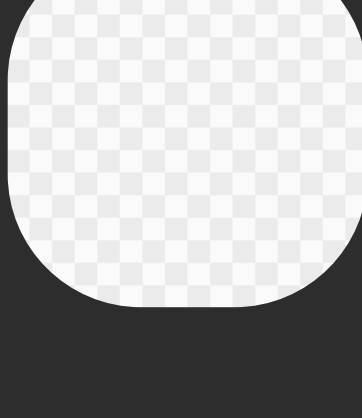
75%



75%




75%




75%

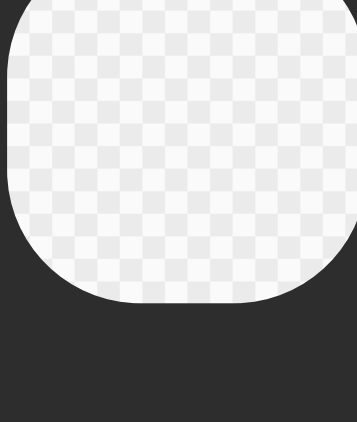
Frontend & Backend Technologies




75%




75%



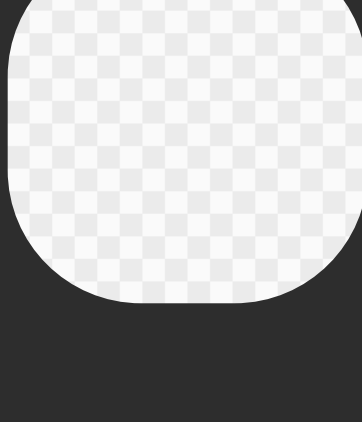
75%



75%











75%







75%

Development Tools







SOFT SKILLS AND PERSONAL QUALITIES

Communication

Teamwork

Time Management

Problem-solving

Leadership

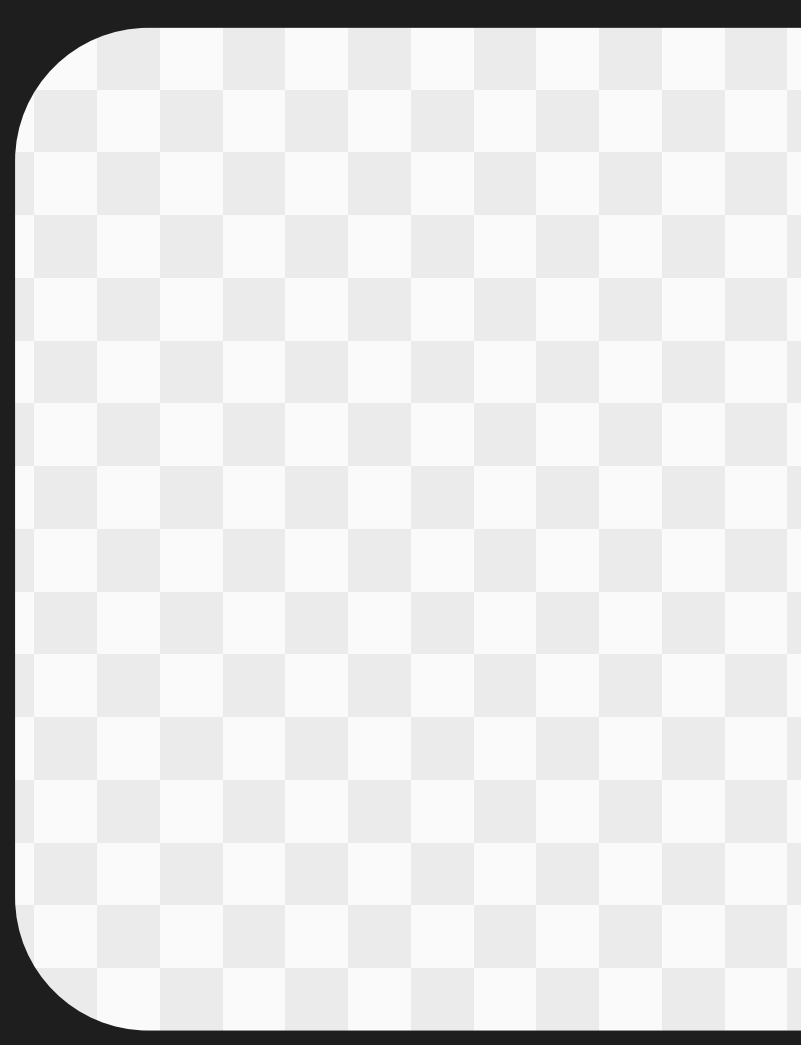
Attention to Detail

Reliability

Discipline

Work Ethic

CERTIFICATIONS AND COURSES



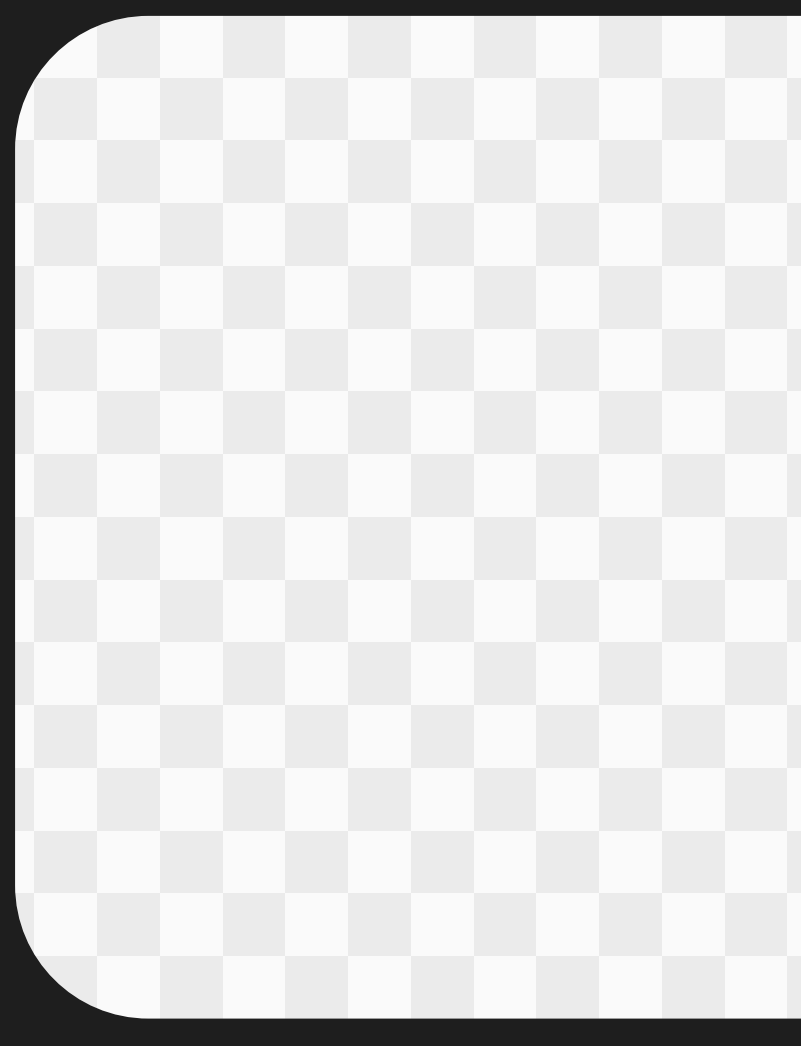
VALID JAN 2021 – PRESENT

Google Analytics Certification

Google, LLC.

A brief summary of the certification will go here.

View Certificate



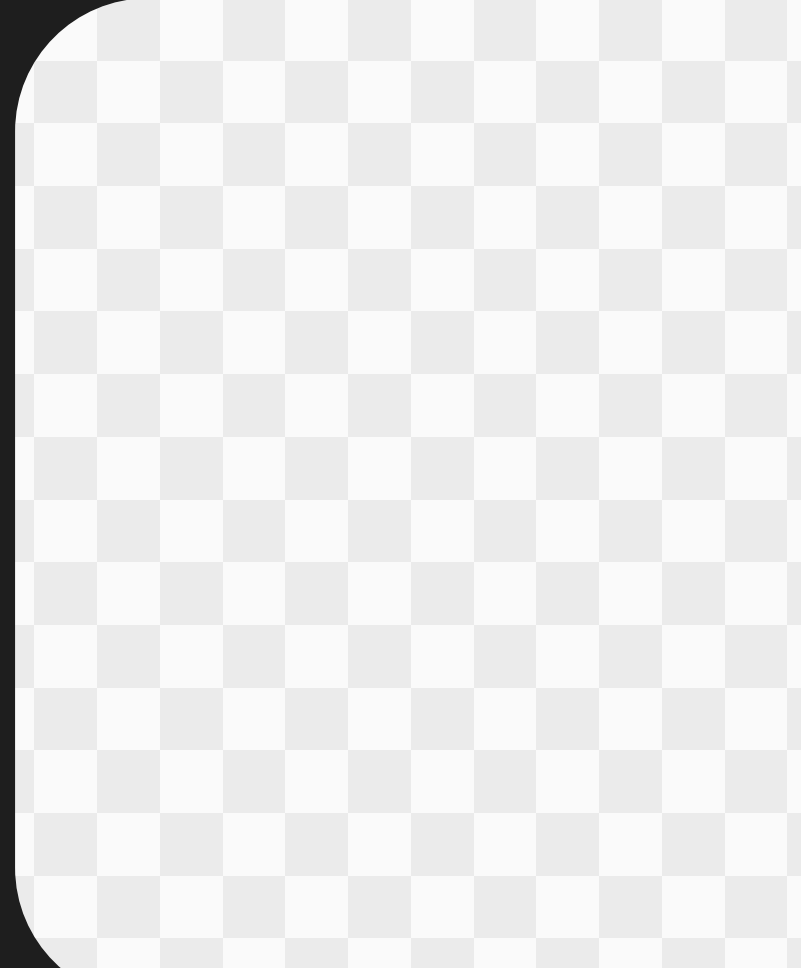
JAN 2021 – MAY 2021

CMSC 216: C Programming

University of Maryland, College Park

A brief summary of the class will go here.

View Related Projects



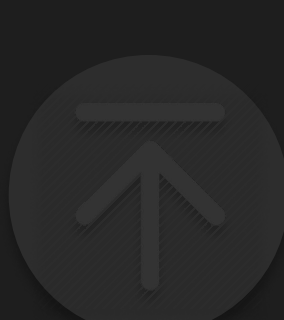
JAN 2021 – MAY 2021

CMSC 416: Parallel Computing

University of Maryland, College Park

A brief summary of the class will go here.

View Related Projects



My

PORTFOLIO

Latest

PROJECTS

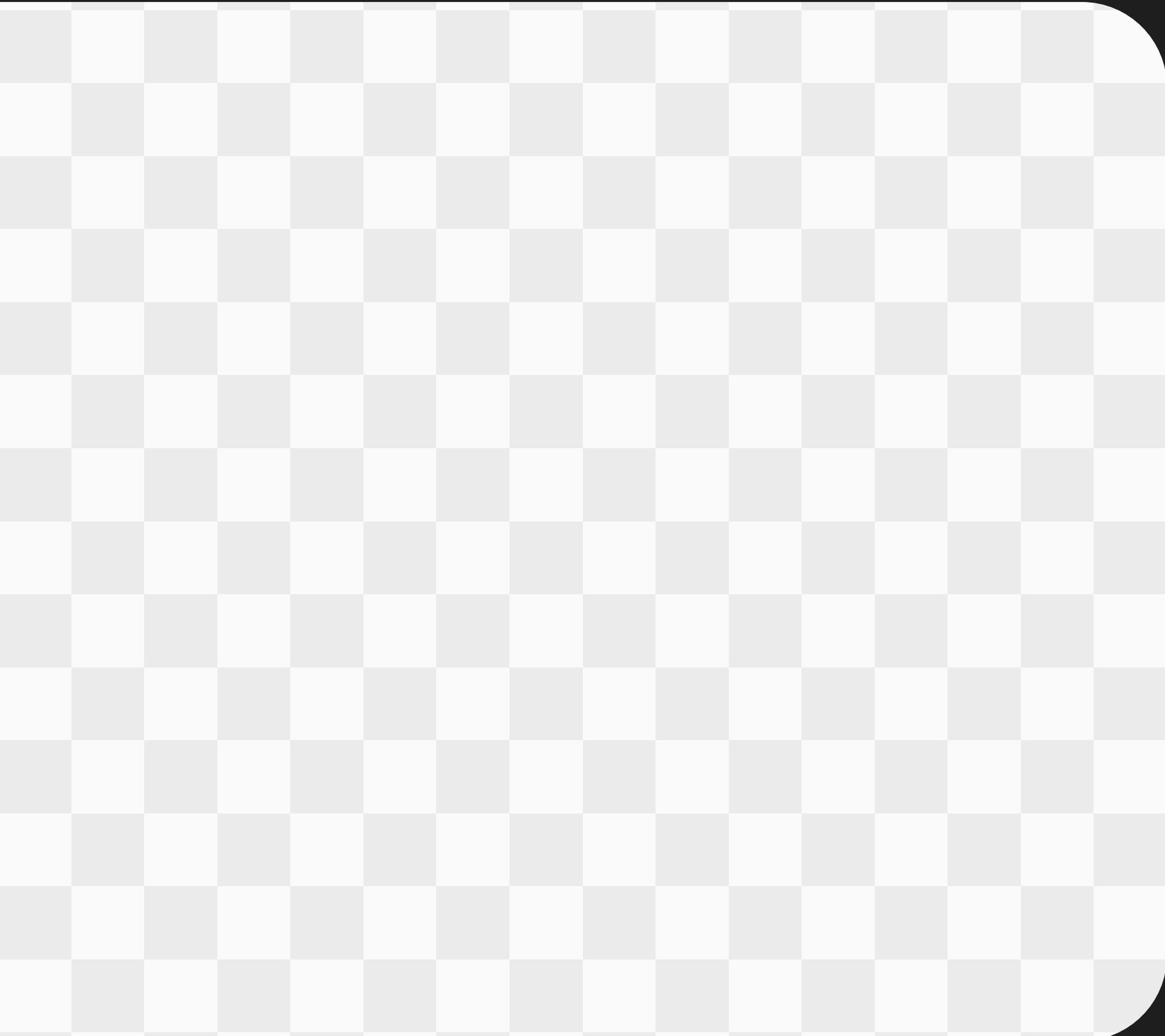
MONTH YEAR - PRESENT

UniPlanner

React Native, TypeScript

This will be a paragraph that briefly explains the project.
There will be a either a single image or a mini gallery
beside this section that shows a few snapshots.

Learn More



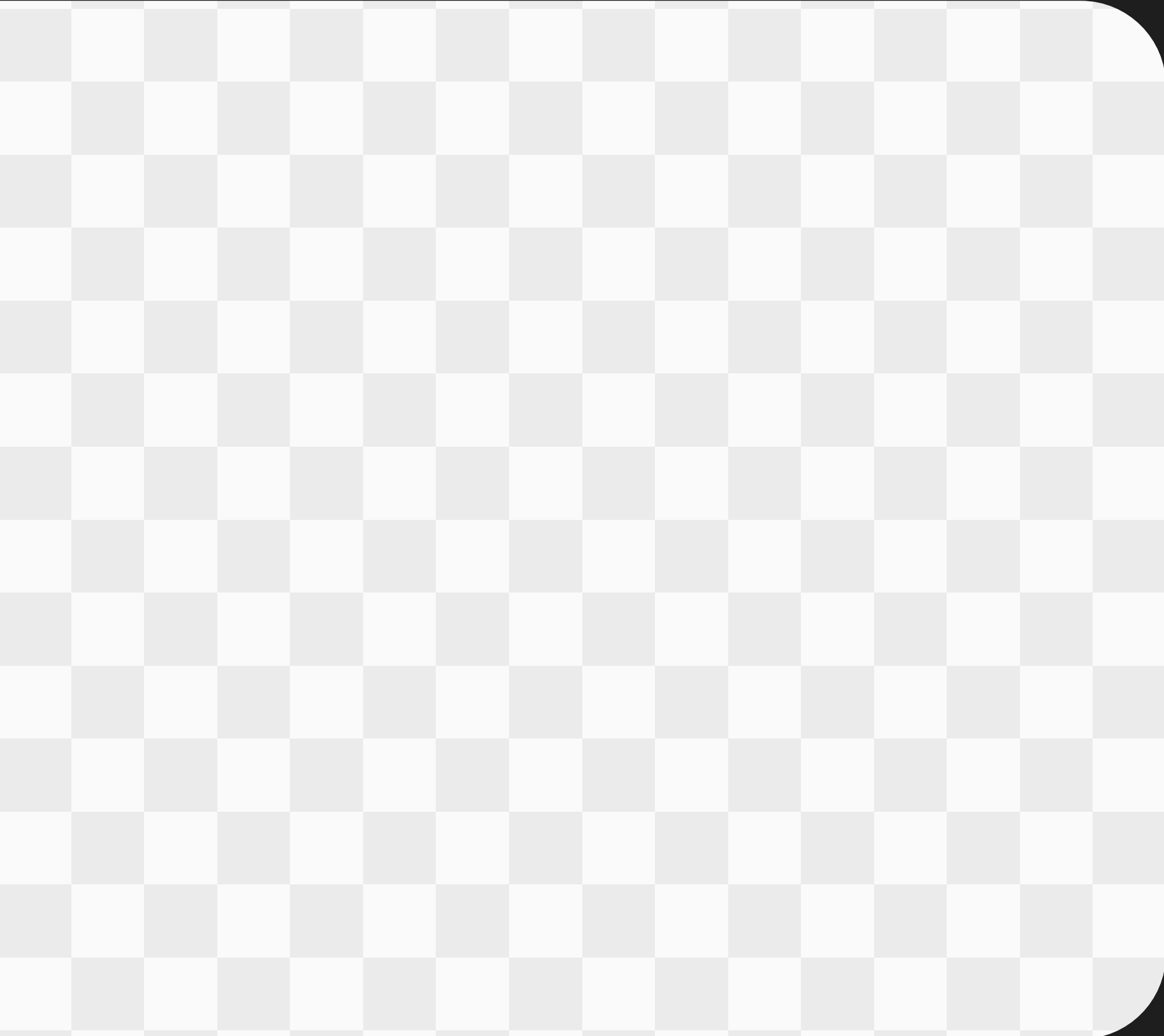
MONTH YEAR - PRESENT

Doggo Quest

Unity C#

This will be a paragraph that briefly explains the project.
There will be a either a single image or a mini gallery
beside this section that shows a few snapshots.

Learn More



Other

PROJECTS

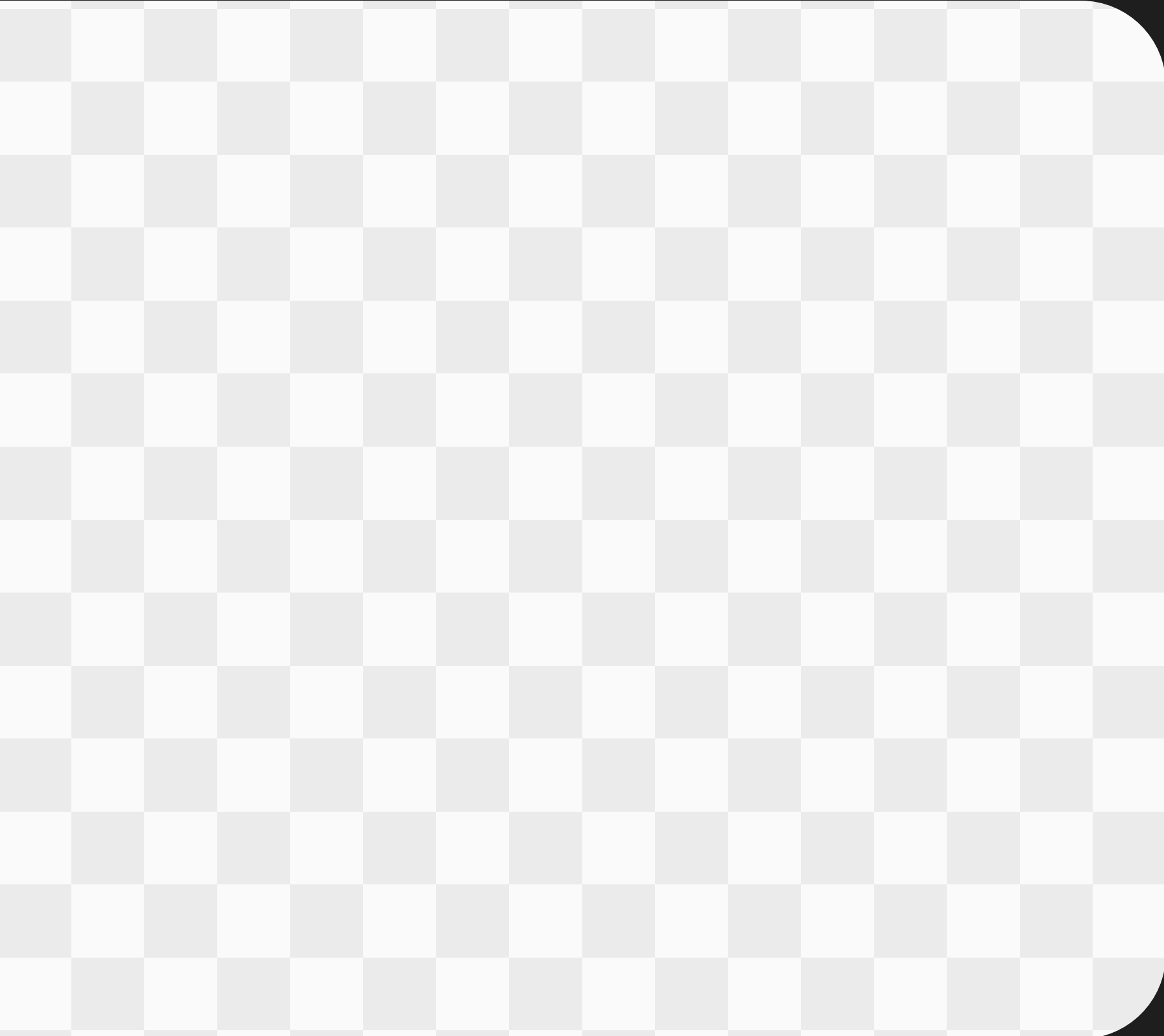
MONTH YEAR - PRESENT

UniPlanner

React Native, TypeScript

This will be a paragraph that briefly explains the project.
There will be a either a single image or a mini gallery
beside this section that shows a few snapshots.

Learn More



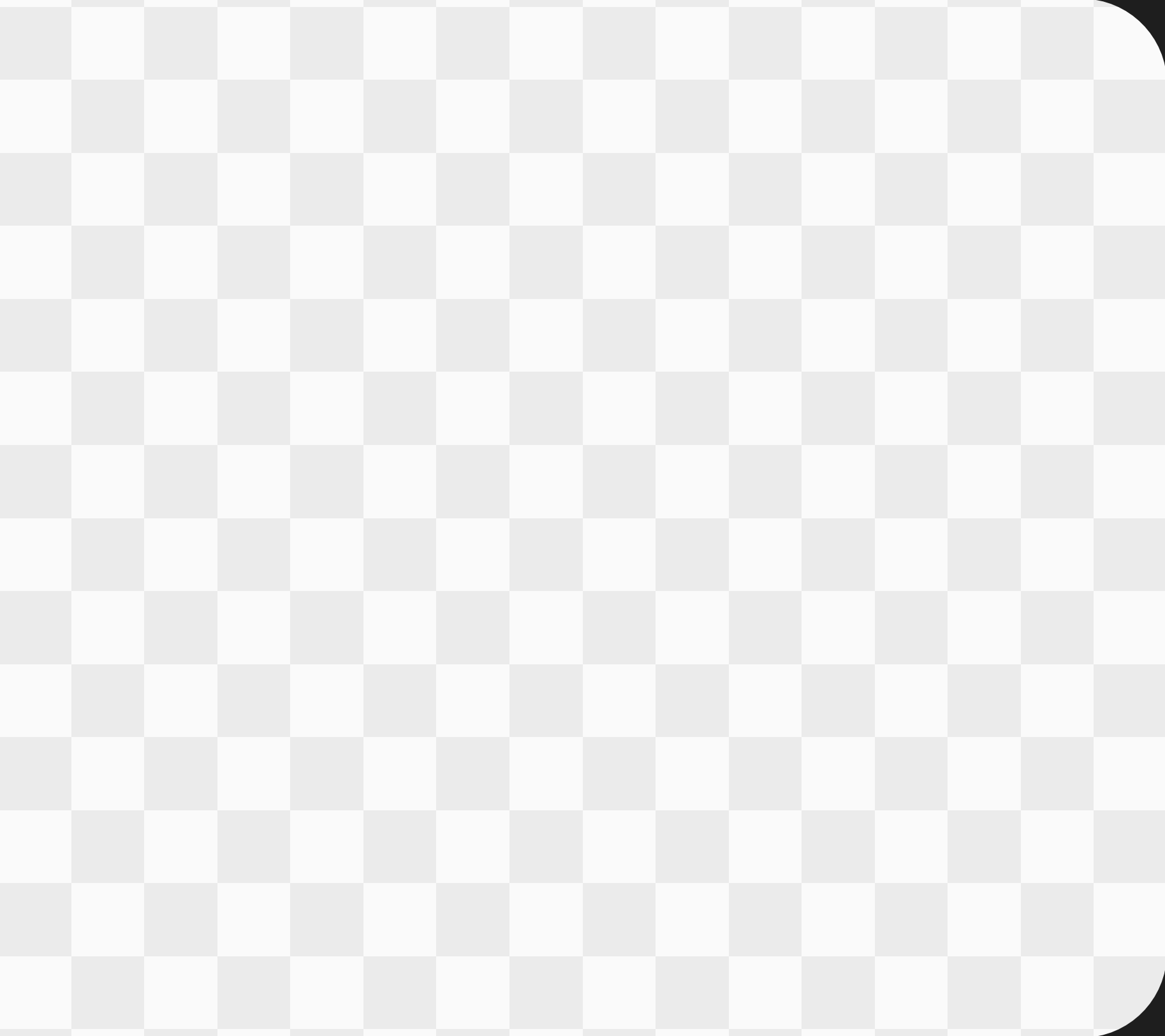
MONTH YEAR - PRESENT

Doggo Quest

Unity C#

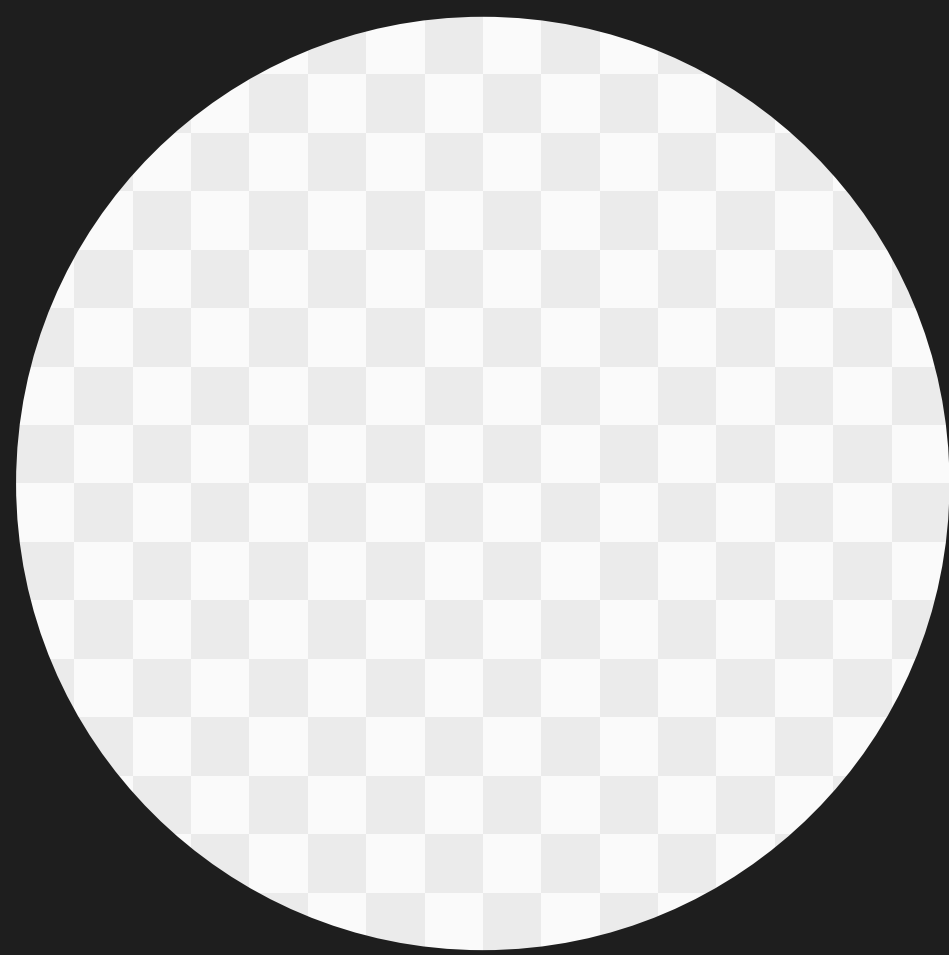
This will be a paragraph that briefly explains the project.
There will be a either a single image or a mini gallery
beside this section that shows a few snapshots.

Learn More



My

PORTFOLIO



MONTH YEAR – PRESENT

UniPlanner

Languages



Javascript

HTML5

HTML5

etc

etc

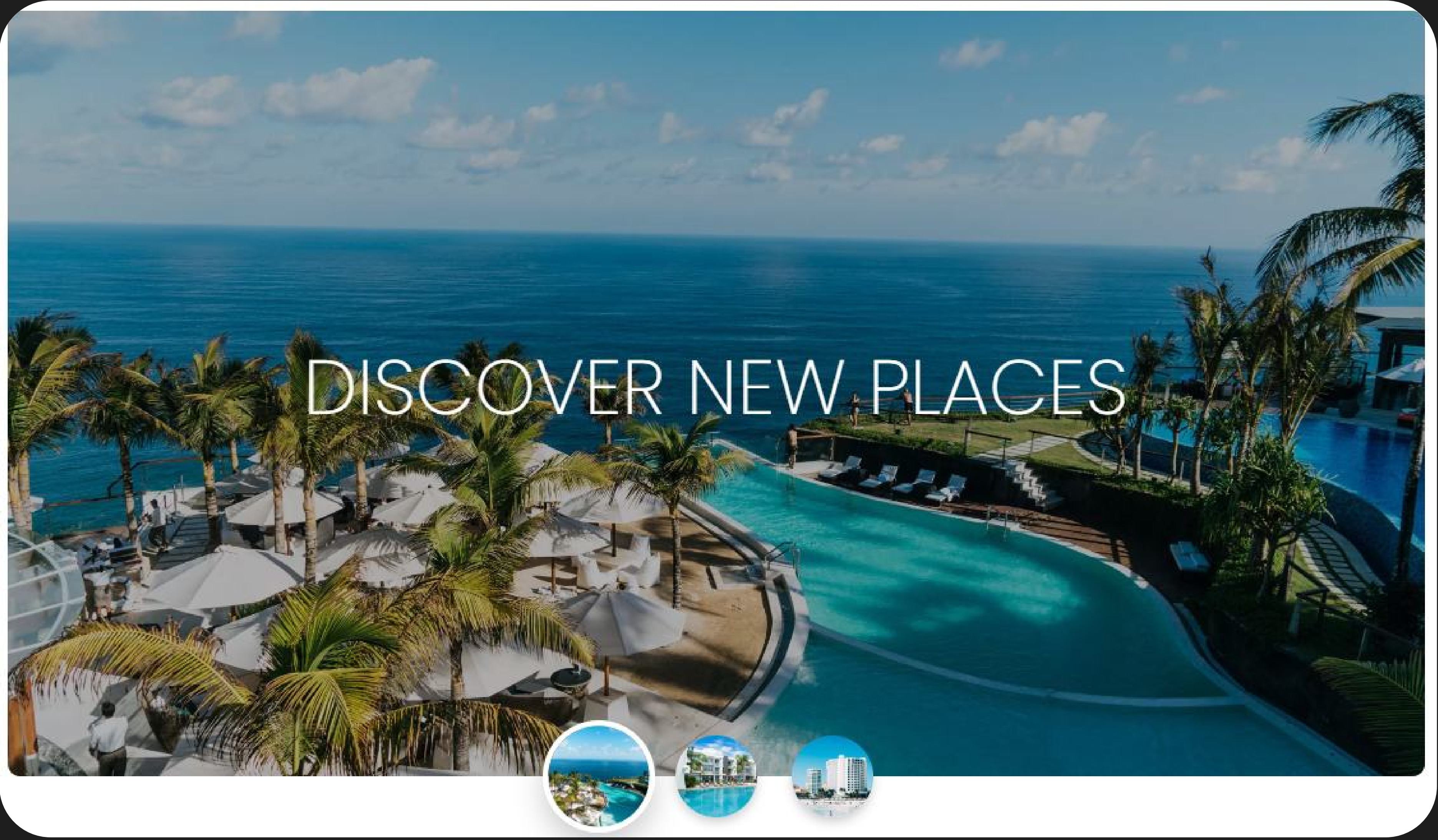
etc

etc

etc

ABOUT THIS PROJECT

There will be a paragraph here explaining the project. Code blocks can be below if necessary. Otherwise, there will be a gallery with screenshots of the project that can show what the paragraph talks about.



There will be a paragraph here explaining the project. Code blocks can be below if necessary. Otherwise, there will be a gallery with screenshots of the project that can show what the paragraph talks about.

.html

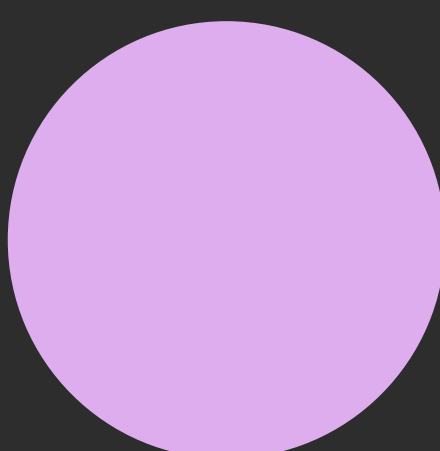
// code goes here

// there may be a way to copy and paste code with a button on the top righthand
//corner of this box

// code can also be colored

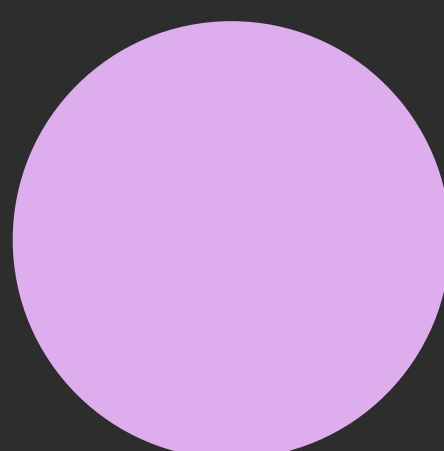
Contact

ME



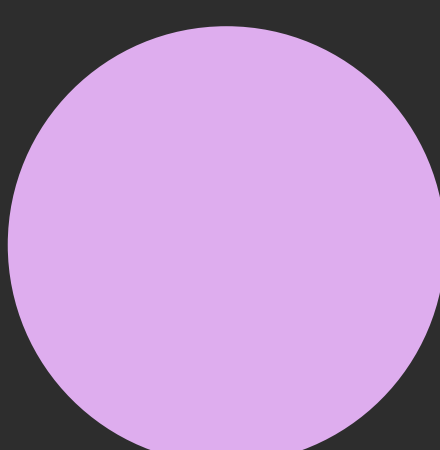
GitHub

@shenabeth



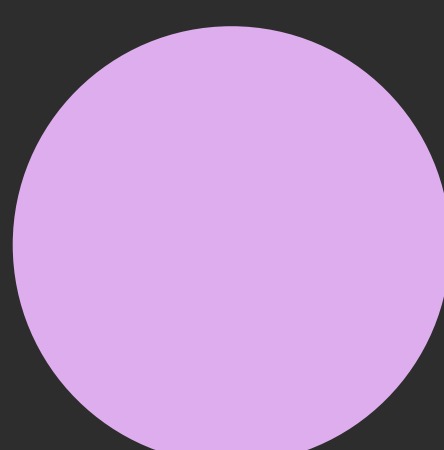
Handshake

@shenabeth



LinkedIn

@shenabeth

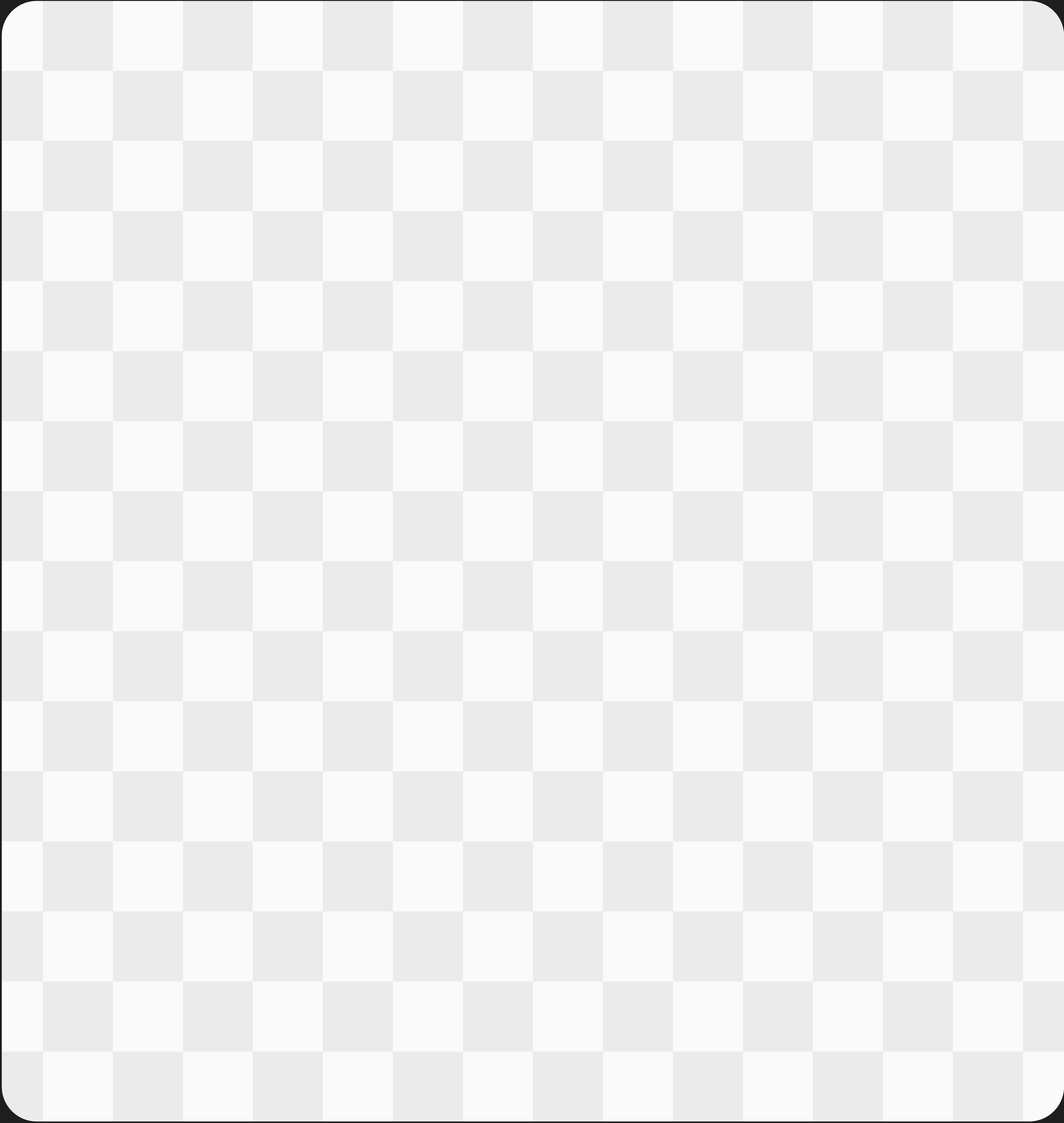


Gmail

@shenabeth



RESUME & CV

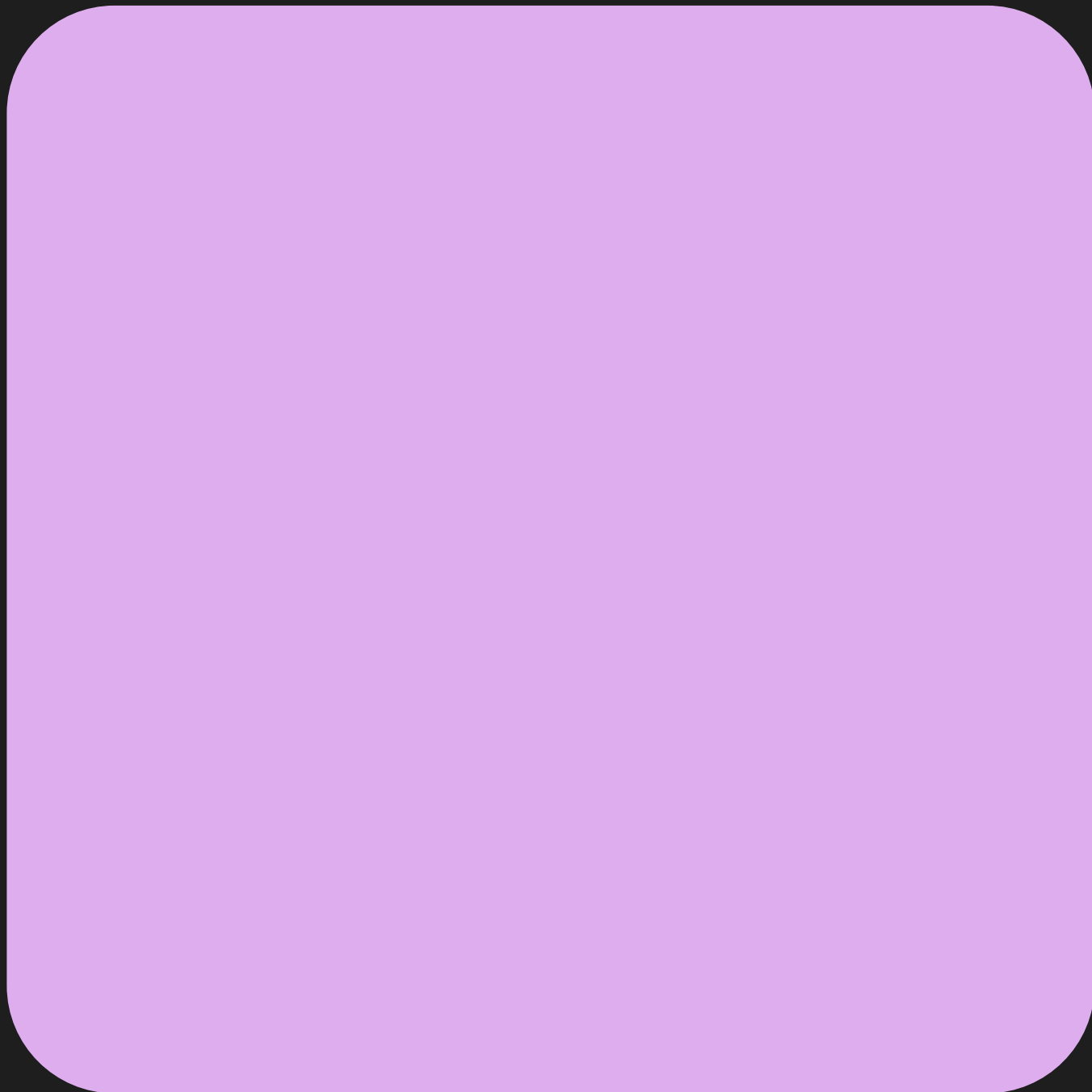


Download Resume

Download CV

Message

ME!



Email Address

Subject

Type Message

Send Message