

Shenabeth Jenkins

Silver Spring, MD | shenabeth@gmail.com | shenabeth.github.io

EDUCATION

University of Maryland - College Park

College Park, MD

Bachelor of Science in Computer Science, Minor in Astronomy

Montgomery College

Rockville, MD

Associate of Art in Computer Science

TECHNICAL SKILLS

Languages: Java, JavaScript, Python, C, C++, C#, SQL, HTML/CSS, React/React Native, Node.js, Kotlin, Firebase

Tools: Git/GitHub, Ubuntu, Jira, Visual Studio/VS Code, Eclipse, Figma, Webflow, Adobe Suite, Android Studio

EXPERIENCE

Game Developer

May 2022 – Aug. 2023

Memley (App Startup)

Remote

- Designed and prototyped game levels, interactive mechanics, and digital assets with Game Maker Studio, Figma, and Adobe Creative Suite, focusing on user engagement and educational goals
- Mentored in game design principles and coding best practices, while developing innovative features and user experiences that established a strong foundation for future app growth and expansion

Data Analyst Intern

May 2022 – Aug. 2022

Quantifiable (Data Science Firm Startup)

Remote

- Analyzed data trends and user behavior using Google Analytics, implementing advanced custom filters and regex for in-depth insights to complete Upwork freelance contracts
- Tracked and managed development tasks using Jira, documenting daily progress, sprint goals, and action items to enhance team collaboration and project efficiency

Web & UX Designer

May 2022 – Aug. 2022

Toucan Family (Web Freelance Startup)

Remote

- Designed and developed responsive websites using Webflow and Squarespace, implementing UI/UX best practices to enhance accessibility and user engagement
- Created branding guides, UI components, and interactive prototypes, ensuring cohesive design strategies that aligned with client needs and business goals

PROJECTS

Secure Auth Login System | *React.js, Node.js, MySQL, Ubuntu*

Fall 2024

- Developed a full-stack authentication system with session-based login and logout functionality, implementing secure user authentication and access control
- Designed and documented database schema and API endpoints, ensuring seamless integration between the front-end and back-end

Dog Game | *C#, Unity, Blender, Adobe Creative Suite*

Fall 2023

- Led a team in developing an endless tower defense game by designing the storyline, gameplay mechanics, and assets while managing full-stack development, documenting progress, and ensuring a structured workflow for scalability

UniPlanner | *Kotlin, React Native, Adobe Creative Suite, Figma*

Spring 2022

- Led the development of a mobile gamified productivity app by designing wireframes and UI elements in Figma, creating a branding guide for consistent styling, documenting planned features, and conducting user research

CERTIFICATIONS

Adobe Photoshop Certification

Jun. 2017

Google Cloud Data Analytics Professional Certification

Feb. 2025

Google UX Design Professional Certification

Feb. 2025

Microsoft UX Design Professional Certification

Feb. 2025