

Jamika Knepley

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<https://github.com/mekaknepley> | <https://github.com/mekaknepley> | <http://www.mekaknepley.com>

A Full-stack developer with a degree in Simulation and Game Design, who has a passion for problem solving and project development. Experienced in HTML, CSS, Javascript, JQuery, Bootstrap, Express.js, React.js, Node.js, Database Theory, MongoDB, MySQL and Git. Additionally knowledgeable in game design in the areas of 3DS Max, Unreal Engine 4, Photoshop, and InDesign.

EDUCATION

University of Chapel Hill, Chapel Hill NC

May 2017 - November 2017

Chapel Hill program Javascript Full Stack Web Development

An intensive 24-week program dedicated to designing and building web applications. Skills learned consisted go HTML, CSS, Javascript, JQuery, Bootstrap, firebase, Node Js, MySQL, MongoDB, Express, Handlebars JS, and React Js.

William Peace University, Raleigh NC

May 2015 to May

2016

Bachelor of Arts, Simulation and Game Design GPA 4.0 Summa Cum Laude

Accolades:

Valedictorian

Alpha Chi honors

Dean's Scholar

APPLICATIONS BUILT

coCoding.io

- A website that help coders collaborate with other coders.
- Coders can code in over a hundred different languages.
- coCoding includes video chat, voice chat and real time coding.
- www.cocoding.io
- I design the layout in HTML, CSS, Materialize. I coded the logout authentication in Javascript.

Night Out

- A website that generates the top ten hot spots in any given city. The user enters their city and Night Out gives the hottest restaurants and events for that night.
- Backend developer
- <https://mekaknepley.github.io/nightout-mekabranch/nightouttest/>

BAMAZON

- An Amazon-like storefront built using nodeJS and MySQL.
- Backend developer
- <https://mekaknepley.github.io/bamazon/>

Oscar Mike VR Game

December 2016 - present

- Designed and built a VR in the Unreal 4 engine for the Steam platform.

- Online multiplayer with multiple maps and voice chat.
- Created and designed the game concepts, and levels.

RELEVANT EXPERIENCE

William Peace University Raleigh, NC

January 2016 to May 2016

Intern

- Designed a virtual tour of the William Peace University campus in Unreal Engine 4.
- Modelled several rooms using 3DS Max.
- Ported the PC project to IOS.
- Experimented with VR using an Oculus Rift headset.