

Jamari B. Benologa

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EDUCATION

University of Arkansas

B.S. in Computer Science

- o **GPA:** 3.475
- o **Related Coursework:** Data Structures & Algorithms, Objects & Design, Computer Organization & Programming, Object-Oriented Programming

Fayetteville, Arkansas

Expected Graduation, May 2025

EXPERIENCE

Accenture

Tech Architecture Summer Analyst (Software Engineering Intern)

Bentonville, Arkansas

June 2024 - August 2024

- Enhanced contact center AI capabilities for one of the world's leading retailers by integrating and utilizing their custom National Language Understanding (NLU) platform, while collaborating with cross-functional teams to design and deploy solutions.
- Developed, optimized, and tested backend systems in Java and frontend components for the NLU platform, ensuring scalability, efficiency, and a seamless user experience.
- Implemented thorough testing and debugging procedures for both backend and frontend systems, resolving issues and enhancing overall system performance and reliability.
- Helped to mitigate the team's application from an obsolete to a more robust front-end platform to optimize costs and improve developer productivity.

Vandagriff Elementary School

Coding Instructor

Fayetteville, Arkansas

February 2024 - Current

- Utilized a variety of instructional strategies, including hands-on activities, group discussions, and technology integration, to facilitate student learning.
- Established positive relationships with students and parents to support a collaborative learning environment.

Cypress Technologies

SMT Operator

Cedar Park, Texas

June 2022 - August 2022

- Orchestrated intricate programming for Surface Mount Technology (SMT) equipment, ensuring optimal functionality and efficiency throughout the manufacturing process.
- Pioneered innovative techniques to enhance the motherboard creation process, contributing to a notable 10% increase in efficiency.

PROJECTS

Personal Website

- Mastered HTML, CSS, and JavaScript to craft and customize a professional website for business purposes.

Online Game

- Developed and designed an online game "Banana Quest" using HTML, CSS, JavaScript, Python, and Typescript.
- Implemented a Python backend to connect to the University server, facilitating cross-browser connectivity and real-time updates for player models and the environment.
- Designed a TypeScript frontend featuring a distinctive blue sprite for the user's character and green sprites for other players. Integrated an interactive chat box for communication, multiple in-game progression counters, and an inventory tracker. Incorporated a user-friendly start menu enabling players to input and display their usernames.

ACTIVITIES AND LEADERSHIP

Association of Computing Machinery

Member

Fayetteville, Arkansas

August 2022 – Current

- Member of an organization of 100+ members, that helps nurture new engineers by providing projects and multiple computing events that help boost experience and knowledge

SKILLS

Programming: Java, Python, JavaScript, HTML/CSS, C++, Linux, JSON, TypeScript, MIPS, F#

Tools: Visual Studio Code, PyCharm, Eclipse, Github, Netbeans, Slack, Google Dialogflow, Excel, IntelliJ, Rider