

Jane Landrum

📞 972-523-5029

✉ janeelandrum@gmail.com

🌐 [linkedin.com/janelandrum](https://www.linkedin.com/janelandrum)

🐙 github.com/janeelandrum

Education

Texas A&M University

Bachelor of Science in Computer Science (GPA: 3.981 / 4.00)

Expected May 2026

College Station, Texas

- **Relevant Coursework:** Data Structures and Algorithms (C++), Prob & Stat in CS (Python), Linear Algebra, Discrete Structures for Computing, Introduction to Computer Systems, Foundations of Software Engineering

Experience

Computer Science Peer Teacher

Peer Teacher

Jul 2024 – Present

College Station, Texas

- Instructed 80+ computer science students in core course material, deepening my understanding of the concepts and my ability to communicate effectively with others.
- Regularly aided students in debugging their programs, while often refactoring their code in the process to be several times more efficient.

Freshman in Engineering, Science, and Technology

Staff Member ("Big")

Aug 2023 – May 2024

College Station, Texas

- Selected through an interview process; participated in numerous service, social, and professional development events, and received mentorship from upperclassmen STEM students to better myself personally, academically, and professionally.
- Provided professional guidance and academic mentorship to 50 freshmen, developing crucial leadership and interpersonal skills.
- Contributed to process improvement within the management of the organization for various events.

Projects

TAMU's HowdyHack 2023: Town Talk | HTML, CSS, Python

- Developed an application in a team of 4 people over the course of a 24-hour hackathon. Focused on front-end design, working closely with the back-end developers to produce a product that is elegant and functional.
- Designed various pages for the application using Figma, and translated those into HTML for practical use. Practiced flexibility in front-end production by easily adapting any design in order to better execute the vision for the product.
- Improved skills in effective time management, cross-functional collaboration, goal-oriented efficiency while working, and interpersonal communication.

Videogame Programming II Year Project | Unreal Engine, HTML, CSS, Javascript

- Collaborated with an entire class of game developers throughout a whole school year to produce a product.
- Headed the web development team to create a convenient and accessible method of updating potential investors on the game's progress and goals.
- Facilitated agile development, including working in cross-functional teams and presenting work to the whole group, developing invaluable teamwork and communication skills.

Videogame Design Project: Island Survival | Microsoft XNA Game Studio, Visual C#

- Developed a 2D video game over the course of 9 weeks in a team of four people, integrating technical knowledge and creativity effectively in a self-paced environment.
- Served as the team's project manager: oversaw the pacing of the project, delegated tasks, ensured high quality and efficient task completion, and contributed heavily to the game's development.

Technical Skills

Languages: Python, C++, Java, Haskell, HTML, CSS, Javascript, x86, Visual C#

Concepts: Agile Development, Compiler, Cache Memory, Memory Management, Debugging, Program Time and Space Efficiency, Processor Architecture, Functional and Nonfunctional Languages, Abstract Data Types