

Jade Marmorstein

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Work Experience

Associate Software Engineer, EF

Mar 2023 – August 2025 Tucson, AZ (Remote)

- Created components in storyblok for new tours pages and enrollment pages on EF Educational Tours websites using typescript and React.
- Worked on new search features for EF Educational Tours websites, using Algolia search library in typescript and React to create a new search results page, various search filters and their UI.
- Created pricing calendar UI for internal use, using typescript and the MUI React library, allowing sales to easily book tour dates based on price.
- Assisted in creating dynamic pricing API in typescript, reshaping the way tours are priced by allowing pricing to be dynamic based on departure date range.

Software Engineer, Imagine Learning

Jun 2021 – Dec 2022 Tucson, AZ (Remote)

- Developed educational game activities “Vamos a Leer” (released) and an unreleased reading activity (alpha) for Imagine Español product in Unity using Playmaker
- Developed code modules in Unity Playmaker for easy implementation of common features during Imagine Español activity development such as drag-and-drop sorting and reading books
- Bug fixes and assisted with QA of Imagine Learning products

Associate Software Engineer, Imagine Learning

Jan 2021 – May 2021 Tucson, AZ (Remote)

- Assisted in the development and maintenance of Imagine Language & Literacy activities
- Bug fixes and data entry for Imagine Learning products

Developing Consultant Intern, Tevora

Jun – Dec 2020 Tucson, AZ (Remote)

- Developed 3D game for security awareness training on Ephishint team using Unity. Programmed all aspects of the game in C# including player and camera controls, UI, AI, animation, and object interactions
- Software development in Python to help automate report generation

Mentor, University of Arizona Women in STEM Mentorship

Sep 2019 – May 2021 Tucson, AZ

- Led weekly meetings with a group of 4 incoming freshmen in STEM
- Facilitated small group discussions on topics such as succeeding in college and staying with STEM

Conference Associate, Game Developer's Conference

Mar 2018 – Mar 2020 San Francisco, CA

- Worked talks: scanning badges, de-fragging, assisting speakers throughout 5 day conference
- Guarded limited access areas, monitored community spaces and assisted attendees as needed

Education

Computer Science (Bachelor of Science) University of Arizona, Tucson, AZ

May 2021

Minors in Chinese Studies, Japanese Studies and Business Administration, Certificate in Games and Simulation

- **Game Developers Club** **2017 – 2021**
 - *President* **2019 – 2021**
 - *GDC Coordinator* **2018 – 2019**
- **Computer Science Ambassador** **2018 – 2021**

Skills

Software and CMS

- Unity, Storyblok, Clip Studio Paint, Adobe Photoshop, GitHub, Ren'Py, Twine, AWS

Programming and Markup Languages

- Java, C#, Typescript, JavaScript, HTML, CSS, Python, Processing, C, PHP, Lua, Scheme, Haskell, JSON

Frameworks and Libraries

- React.js, Tailwind CSS, Algolia Search, MUI, Love2D, Playmaker

Spoken Languages

- English (Native), Spanish (Fluent), Mandarin (Proficient), Japanese (Basic), French (Beginner)