

Jumana Suleiman

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SKILLS

Programming: Proficient with Java, React-Native, SQL, JSX, Git | Familiar with HTML, CSS, JavaScript, C#

UI/UX: User-Centered Design (UCD), Wireframing, Prototyping (Low/High-Fidelity), A/B Testing, Figma

Game Development: Unity, Level Design, Game Mechanics Design, Narrative Design, Playtesting, WebGL

Product Management: Agile/Scrum, Stakeholder Alignment, Sprint Planning, Competitive Analysis, MVP Definition, Market Research, Product Pitching, Trello, Notion

PROJECTS (github.com/JumanaCS)

Cosmic Closet (Mobile App) - (React-Native, JSX, XCode, Expo Go, Android/iOS, Startup pitching) -

Social e-commerce platform for sustainable fashion, enabling users to buy/sell vintage/repurposed items. Using Trello, managed product milestones including Competitive Analysis, Stakeholder Interviews, Storyboarding, and Prototyping. Interviewed a total of 14 Stakeholders ***Won the \$3,000 Social Innovation Prize at a local startup competition (Startup UNO)**

Wild Bites (Unity Game) - (Unity, C#, Product Management, Agile/Scrum, WebGL, Trello) -

Led development as Product Manager/Co-Scrum Master for a cooking sim where players serve animal customers meals tied to their species/origin. Built dialogue, currency, and dress-up systems; implemented Unity UI, scene management, and persistent data. Showcased at university expo as **1 of 6 winning pitches** (selected from 20+ submissions).

ScholarUp (Mobile App) - (React-Native, JSX, XCode, Expo Go, Android/iOS, UI/UX Design) -

Designed and developed a study app with flashcards, to-do lists, and a study timer. Followed **5 milestones:** Competitive Analysis, Stakeholder Interviews, StoryBoard, Paper Prototype, Digital Prototype. ***Awarded 1st place at InnovateUNO for the 'oral presentation section' and presented at The ULS Academic Research Summit.**

EXPERIENCE

IT Desk Consultant - The University of New Orleans

01 2024 - 12 2024

Achieved a **97%** resolution rate by efficiently analyzing and troubleshooting issues across various platforms, including hardware, software, and network systems. Assisted **500+ users** in setting up and updating Microsoft Authentication using Microsoft Azure, SysAid, and Microsoft Identity Manager.

Undergraduate Research Assistant - The University of New Orleans

01 2024 - 05 2024

Designed **user-centered marketing materials** for gamified VR chemistry lab courses, tailoring messaging/visuals to 3 demographics (students, educators, institutions) via survey insights.

EDUCATION

The University of New Orleans - (Graduated May 2025)

Bachelor of Science in Computer Science - (GPA - 3.899/4.0)

- ★ **Relevant courses:** Data Structures, Intro to Software Engineering, Mobile Application Development, Fundamentals of Game Development, Advanced Game Development
- ★ **Awards:** Women in Computer Science Scholarship (2024-2025), President's Scholarship(2021-2025), Outstanding event of the year 2025 (Hackathon), Magna Cum Laude, Software Engineering Certificate
- ★ **Extracurriculars:** Association for Computing Machinery - Women's Chapter - (**President**), Association for Computing Machinery - (**Officer**), International Game Development Association - (**Secretary**), Google Developers Student Club - (**Member**), Keep UNO beautiful (**Ambassador**)