

Camden Pettijohn

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EDUCATION

University of California, Davis

March 2022

B.S. Computer Science (GPA: 3.5/4.0)

Davis, CA

TECHNOLOGIES

Languages: C, C++, C#, Lua, Java, Python, HTML, CSS, JavaScript, TypeScript, Bash

Libraries/Environments: React, Node.js, PyTorch, Transformers (HuggingFace AI), Django, Linux, Mac, Windows

Tools/Software: Git, Docker, AWS, CI/CD Pipelines, Quip, GSuite, Slack, Confluence, Jira, XWiki, Figma

Interests: Indie Game Design/Development, Drawing Digital Art, Writing Music, Gardening, Insect Identification

WORK EXPERIENCE

SDE 1 / SDE 2 (Promoted September 2024)

September 2022 – Present

Amazon Lab126

Sunnyvale, CA

- Own the design, front-end/back-end coding, testing, deployment, and maintenance of new API services
- Independently deliver systems for benchmarking Alexa Speech Recognition and LLM modalities (Python/Java)
- Automate the testing of headless Alexa devices (e.g. Echo) and non-headless Fire TVs, iPhones, and Androids
- Provide operational support, closing tickets, and mentoring interns/new hires to become productive contributors
- **Skills:** technical writing, managing builds, delivering results, device automation, code architecture, AI, OOP

Game Development Intern

January 2022 – July 2022

UC Davis Department of Computer Science, Sing Lab

Davis, CA

- Contribute to the technical writing of the game design document and [research publication](#)
- Design UI/UX elements (Figma), gameplay mechanics, and characters/their portraits (digital art)
- Program player movement, save data, etc. (Unity C#) and communication of underlying AI systems (Java)
- **Skills:** technical writing, UI/UX design/implementation, digital art, AI, OOP

Game Design Club Director

May 2021 – October 2022

UCD Game Development and Arts Club

Davis, CA

- Effectively communicate with co-directors on scheduling game jams, guest speakers, and frugality/finances
- Mentor individuals in pursuing industry jobs by providing feedback on resumes, personal websites, etc.
- **Skills:** communication, presenting, raising the bar of new grad applicants

Full-Stack Web Development Intern

August 2021 – December 2022

ASUCD Pantry

Davis, CA

- Code a food bank inventory interface to help end food insecurity for UC Davis students
 - Take UI/UX designs/feature specifications and deliver usable features to students (HTML/CSS/Django)
 - Implement a robust email system for confirming orders, canceling orders, and sending pickup reminders
 - **Skills:** implementing features to specification, earning trust
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PROJECTS

“Insatiable” Video Game

Github: [Camden-png/insatiable](#)

Play as an insatiable vampire, hungering for rare human blood!

Design: [camden-pettijohn.com/insatiable](#)

- Scripted in Lua, simulating object-oriented programming; collaborated with a musician and QA playtester
- Received user feedback like “Really unique gameplay, awesome visuals, and a twist ending. Love it!” ([here](#))

“Button Bot” Video Game

Github: [Camden-png/button-bot](#)

An idle game... with a mystery! Keep the button alive... but what is it?

Design: [l-mop.itch.io/button-bot](#)

- Scripted in Python, this Discord game captivated 50+ players for 2-months: factions formed, empires fell
- In it, players had to press the button once every 24-hours or the game would end forever