

Shenabeth Jenkins

Software Engineer | Full-Stack Development, AI Systems & Frontend Engineering
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EDUCATION

University of Maryland – College Park <i>Bachelor of Science in Computer Science, Minor in Astronomy</i>	College Park, MD
Montgomery College <i>Associate of Arts in Computer Science</i>	Rockville, MD

EXPERIENCE

AI System Designer <i>YVIBA Inc.</i>	May 2026 – Jul. 2026 <i>Remote</i>
• Authored Markdown-based instruction sets and tool-calling frameworks that defined task-specific behavior, decision logic, and system interactions for production AI agents • Translated ambiguous product requirements into implementation-ready system designs, technical specifications, and engineering documentation through iterative refinement • Architected a gamified onboarding system for the company’s AI agent platform, mapping real job functions to a memory-palace training framework that improved new-user comprehension	
Web Designer <i>Toucan Family</i>	May 2025 – Aug. 2025 <i>Remote</i>
• Led end-to-end UI/UX design and website redesign in Figma, translating client requirements into wireframes, design systems, branding assets, and production-ready page layout • Delivered a complete Squarespace website redesign for a previously stalled client project, accelerating project completion and achieving 100% client satisfaction • Directed client discovery sessions and weekly design reviews, establishing a reusable design system, color palette, and visual standards across all client-facing pages	
React Native JS Developer <i>Memley</i>	May 2023 – Aug. 2024 <i>College Park, MD</i>
• Developed 15+ gameplay screens and interactive mechanics in React Native, integrating mobile interfaces with a GameMaker Studio game engine to deliver a seamless cross-platform experience • Implemented in-app purchase flows and digital asset store functionality using JavaScript, coordinating outsourced design assets to support on-time feature delivery • Mentored teammates on coding standards, Git workflows, and development practices, improving code consistency and team collaboration	
Web Analytics Specialist <i>Quantifiable</i>	May 2022 – Aug. 2022 <i>Remote</i>
• Built regex-based attribution filters in Google Analytics to trace referral and ad traffic to client websites, replacing manual analysis with automated source tracking for campaign reporting • Owned client attribution workflows from data collection through reporting, improving campaign performance analysis and enabling data-driven marketing decisions	

PROJECTS

SAI System: AI Agent Development Platform <i>Next.js, TypeScript, PostgreSQL, OAuth</i>	May 2026 – Present
• Engineered a full-stack platform for deploying customized AI agents, including OAuth-based authentication and a PostgreSQL database for encrypted credential and session storage • Designed a bring-your-own-API-key architecture that lets users connect their own AI provider while the platform shapes model behavior into specialized agents via structured instruction frameworks	
Electronic Arts – Software Engineering Virtual Experience Program <i>C++</i>	Oct. 2025
• Proposed a new feature for EA Sports College Football, authoring a stakeholder-facing feature proposal and a C++ class diagram with header file definitions for each object • Patched a bug and optimized the codebase by implementing a more efficient data structure	

SKILLS

Languages: JavaScript, TypeScript, Python, Java, HTML/CSS, C, C++, C#, Kotlin
Frontend & Backend: React, React Native, Next.js, Tailwind CSS, Node.js, PostgreSQL, REST APIs, OAuth
Tools: Git, GitHub, Figma, VS Code

CERTIFICATIONS

CompTIA Tech+	Jun. 2026
Google UX Design Professional Certificate	Feb. 2025
Google Cloud Data Analytics Professional Certificate	Feb. 2025