Anton Strickland

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OBJECTIVE

My objective is to obtain a full-time entry-level position in the field of software engineering to advance my abilities as a professional programmer, work among the best, and eventually start up my own software firm.

EDUCATION

Missouri University of Science & Technology, B.S., Computer Science, May 2016 (GPA: 3.353/4.0)

RELEVANT SKILLS AND TECHNOLOGIES

- Proficient in C++, C#, C, Python, Java, Javascript, SQL, HTML, PHP, and CSS.
- Experience with .NET, ASP.NET, Google API, and Android API.
- MS Office, Visual Studio, Git, Subversion, MonoDevelop, and Unity3D.
- Windows and Linux operating systems and command lines.

RELEVANT CLASSES TAKEN

- Data Structures
- Algorithms
- Software Engineering
- Databases and File Systems
- Operating Systems

- Data Mining
- Digital Forensics
- Java GUI and Visualization
- Evolutionary Computing
- Artificial Intelligence

NOTABLE PROJECTS

Missouri S&T ACM SIG-Game (2012-2014)
- Programmed the graphical user interface for each MegaMiner-AI tournament, including the map, backgrounds, sprites, and information for both players (C++).
- Worked alongside other programmers using source control software.

School Projects (2015-2016)
- Created a variety of WinForm applications which streamed video content over a network, stored and retrieved information from files, and queried a game-specific database (C#, .NET, SQL).
- Implemented genetic algorithms to solve Boolean satisfiability problem sets (Python).
- Coded various game AI using informed search and adversarial search algorithms (Python).

Personal Projects (2014-Present)
- Created robust RPG and adventure game frameworks in Unity3D (C#).
- Currently developing a 2D platformer game engine using SFML (C++).
- Maintaining a personal website and database of interesting games (SQL, ASP.NET).

ADDITONAL SKILLS
- Collaborates well with others in team environments.
- Excellent public speaking and interpersonal skills.
- Positive, ambitious attitude and desire to learn more.