

**Robert Emery Porter**  
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## EDUCATION

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### **Texas Tech University, Lubbock TX**

*BS in Computer Science*

Undergraduate GPA: 3.727

Expected Graduation Date: May 2021

## EMPLOYMENT

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### ***Blink Studios* | Co-Founder & Game Director**

**March 2020 – Present**

- Leading a team of 5 on an in-progress video game.
- Facilitated all aspects of project management.

### ***Tyler Technologies* | Software Development Intern**

**May 2020 – August 2020**

- Built a dashboard to consolidate client data.

### ***Texas Tech Registrar* | Developer & Code Analyst**

**August 2019 – May 2020**

- Built a staff facing dashboard in Blazor to speed up registrar operation.

### ***Form.io* | Intern**

**May 2019 – July 2019**

- Learned about and built form-centric web apps to show to potential clients.

### ***Texas Tech Library* | Technician & Programmer**

**March 2019 – May 2020**

- Wrote scripts in Go that interacted with Dell and Texas Tech's inventory system.
- Completed daily checks to assure computer longevity

### ***HAPPYWIFI* | Designer**

**June 2018 – August 2018**

- Prototyped AP containers for quick deployment within customer's houses.
- Reverse engineered and built custom tabs for our APs.

## INVOLVEMENT

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### ***The Computing Guild* | Founder & Guildmaster**

**April 2020 – Present**

- Facilitated an unprecedented partnership with Texas Tech administration.
- Built organization from scratch.

### ***Gearbox* | Unreal 4 Class Participant**

**April 2020 – April 2020**

- Participated in and provided feedback for a UE4 class Gearbox was testing.

### ***Sentient Nuts* | Improviser**

**October 2019 – Present**

- Learned about and performed in improv shows multiple times a month.
- Attended practice every Sunday.

### ***ACM at Texas Tech* | Social Chair**

**August 2019 – May 2020**

- Increased new member conversion 400% from previous semesters.
- In charge of club public relations, organized all events, posted announcements, etc.

## TECHNICAL EXPERTISE

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**Languages:** C#, C++, C, Java, JavaScript, Go, Python, Antlr4, Visual Basic

**Software Workflows:** Maya, 3DS Max, Final Draft, Microsoft Suite

**Game Engines:** Unity, Unreal 4

**Software Development:** Agile, Waterfall