Guy de Bree

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SCHOOL: 5556 Phillips Ave,
    Pittsburgh, PA 15217, US

HOME: Fairoaks, Fairoak Lane,
    Oxshott, Surrey, UK KT22 0TQ

EXPERIENCE

Autodesk - *Web Development Intern*, 2016
- Developed a visual programming tool for AutoCAD based on an existing company owned tool. (C#, Javascript, ES6)

School of Computer Science Employee - *Teaching Assistant for 15-104: Computation for Creative Practice*, 2015
- Educated novice programmers in the fundamentals of Javascript programming. Coordinated with a team to administrate the class and to provide learning opportunities.

Google Summer of Code 2015 - *Student Grant Recipient*, 2015
- Contributed towards an IDE for The Processing Foundation's p5.js library for Javascript, and developed a Windows port for said IDE. (Javascript)

Carnegie Mellon Student Employee - *Workshop Monitor*, 2014 - 2015
- Maintaining & monitoring wood & metal shops used by CMU students and faculty, Ensuring students are working safely within these areas & guiding students towards completion of their projects.

PROJECTS

Mall Santa, 2016
- Book about Mall Santas, compiled by searching through the Reddit Comment and Subsission Corpuses for stories about Mall Santas. (Java, Javascript)

Mojave, 2015
- 3D driving simulation game developed in Unity. Developed all code, design, and art assest for the project. (C#, Javascript)

The Rambler, 2014
- Digitally controlling an electric typewriter using Arduino and collecting data from online databases to create artistic content. (Arduino, Java)

15-112 Term Project, 2013
- Developed a video game requiring systems for procedural environment generation & 2D light effects and implemented said systems. (Python)

ACTIVITIES

Game Creation Society, Carnegie Mellon - *2014 - present*
- Created art assets and developed overall design of on student projects.

EDUCATION

- Carnegie Mellon University Pittsburgh, PA / May '17
- BCSA (Bachelor of Computer Science and Art)
- GPA: 3.55 / 4.0

COURSEWORK

- 15-214: Principles of Software Construction
- 15-210: Parallel & Sequential Data Structures & Algorithms
- 15-213: Introduction to Computer Systems
- 15-150: Principles of Functional Programming
- 15-122: Principles of Imperative Computation
- 15-112 : Fundametals of Programming and Computer Science

SKILLS

Programming Languages
- Python
- Javascript
- HTML/CSS
- Java
- Python
- Arduino
- SML
- C/C++
- C#

General Skills
- Adobe CS5/6/CC
- Autodesk Maya
- Rhino 3D
- AutoCAD