C34A

Aspiring software developer.

PROGRAMING LANGUAGES

Proficient: Java, Godot Game Engine, Unity Game Engine (C#), C++, Python, Rust, Elm

Experimented with: Web Development, Android Development

Operating Systems: Windows, Linux (Ubuntu, Pop_OS, Arch, Fedora)

WORK EXPERIENCE

Internship at bThere.ai - SUMMER 2020

I interned at bThere.ai, an early stage startup doing SaaS for remote monitoring and control of robots. I specifically worked on their “bThere sensor nodes” and “bThere actuator nodes”, which are collections of ROS nodes written in python to read common sensors and interface with actuator hardware. The bThere sensor nodes can be found at: https://github.com/bThere-ai/bthere_sensor_nodes

NOTABLE PROJECTS

VM1 - 2021, ONGOING

A virtual machine and assembler written in rust, inspired by early consumer PCs such as the Apple 2 and Commodore 64. Currently in relatively early development.

More info: https://github.com/C34a/vm1

Spectre - 2020, ONGOING (ish)

A 3D game engine written in modern C++ (being rewritten in rust), designed from the ground up for modularity and for effective utilization of high core-count processors. In very early development. More info: https://github.com/averysumner/Spectre

Unnamed Space Shooter - 2020, ONGOING (ish)

A 3D multiplayer first-person shooter game set in space featuring unique 6-degrees-of-freedom movement with realistic physics. Art style inspired by Sci-Fi movies such as 2001 and Ender’s Game, blended with realistic technologies. Made in Unity using C#.

Continyoom: racing game with time travel - LATE 2019 TO EARLY 2020

A racing game made in the Godot game engine along with three other students. This was the first semester project for my Projects in Computer Science class. The class simulates the experience of working in the software industry, requiring the use of Agile

development and git. The game is similar to Mario Kart, however you don't control your speed but instead how fast you travel through time, including reversing time if you mess up. Project files: https://github.com/continyoom/continyoom2.

Robot control code for FTC robotics team - NOV. 2019 TO FEB.2020

Code for controlling my FIRST FTC robotics team's robot. Our robot had to pick up, move, and place 8"x4"x3" blocks autonomously and while tele-operated. This was mainly myself and one other programmer. Written in Java. Project files: https://github.com/ghs-robotics/SkyStone12788.