

# Chad Perkins

(804) 412-8475  
Web3.engineering@gmail.com  
405 Thompson Street  
Ashland, VA 23005

<https://chadperkins.dev> · <https://github.com/ChadPerkins> · <https://linkedin.com/in/chad-perkins-259307231>

## SKILLS

<ul style="list-style-type: none"><li>• HTML</li><li>• CSS</li><li>• JavaScript</li></ul>	<ul style="list-style-type: none"><li>• C#</li><li>• C++</li><li>• OpenGL</li></ul>	<ul style="list-style-type: none"><li>• Vulkan</li><li>• Unity</li><li>• React</li></ul>
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## PROJECTS

### **Vulkan 2D Engine:**

This is my 2D engine following along with Brendan Galea's "Game Engine Tutorials". This is the completed 2D part before the implementation of any 3D. Technologies used include: C++, Vulkan, GLFW and glm

### **Getting Stated With Vulkan:**

This is my completed project which follows along with the "vkguide.dev" Vulkan tutorial. Technologies used include: C++, Vulkan and SDL2

### **"Getting started with OpenGL" & "Lighting and Model Loading":**

These are my completed work along projects for the website learnopengl.com. Technologies used include: C++, OpenGL, GLFW and Glad

### **Unity Junior Developer Pathway:**

This is pathway included 5 units projects along with 5 challenge projects to go with after each unit project. Technologies used include: C# and Unity

### **2D-Shooter:**

This is the second project from the course "Game Design and Development 1: 2D Shooter" on Coursera. Technologies used include: C# and Unity

### **Code-snippets:**

A Codepen style frontend with fully functional HTML, CSS and JavaScript programming terminals. The website has live updates and saves progress through local storage. Technologies used include: CSS, JavaScript and React

### **Yelp Camp:**

A Yelp style clone used locate, create and rate campsites. It has full CRUD functionality along with user verification. Technologies used include: HTML, CSS, JavaScript, Express, MongoDB and Node

## EDUCATION

January 2020 to may 2020

Computer Engineering, J. Sargeant Reynolds community college

August 2018 to November 2019

Computer Science, J. Sargeant Reynolds community college