Christian Roy

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PROJECTS

Cube.io – C# – Lead Engineer

Networked multiplayer game. (Team of 2). Agar.io clone game. Developed dedicated servers and game clients using JSON. Implemented high score leaderboards on website, game mechanics such as viruses that hurt players, PvP damage, camera movement system, etc. Nov. 2015

Temporary Housing System – Java, mySQL – Lead Engineer

Similar to AirBnB. (Team of 2). Built command line and web interfaces for a temporary housing system. mySQL backend. Designed the database system, ER relationship model, and mySQL queries API. Apr. 2017

Aqua Blaster – C++, QT, mySQL – Engineer

Interactive learning game. (Team of 7). Implemented falling objects physics with Box2D physics engine. Built login system using mySQL database for teachers and students. Created editor for instructor to create problem sets for students to solve. Apr. 2016

Castle Splash – Unity, C# – Engineer

Beach Castle Defence Game. (Team of 9). Involved with wave spawning mechanic and water movement across grid based level. Jan. 2017

Don't Drop Your Nuts – Unity, C# – Lead Programmer

Falling Objects Game. (Team of 12). Involved with UI elements, score counter, and player movement. Nov. 2016.

WORK EXPERIENCE

University of Utah – C.S. Teacher's Assistant

(Jan. 2017 - Current)

Taught weekly labs on programming concepts such as testing, source control, threading, debugging, etc. Heavily involved in judging code quality and performing quality assurance and code testing. Mentored other students.

EDUCATION

University of Utah – B.S. Computer Science E.A.E

Spring 2015 - Expected graduation date Fall 2018

PROGRAMMING LANGUAGES

C	Java
C++	HTML/CSS
C#	SQL

TOOLS

Linux	GDB
Windows	Git / Github
Unix Terminal	Trello
Visual Studio	Slack Chat
QT Creator	Unity 3D
Eclipse	Game Maker
Emacs	Unreal
Matlab	Engine 4

OTHER SKILLS

Excellent Written and Verbal Communication

Organized
Committed to Quality Coding Practices and Testing
Computer Architecture

Enthusiasm and Initiative
Detail Oriented
Strong Technical Skills
Team Player

RELEVANT COURSES TAKEN

Software Practice 1 & 2, Databases, Operating Systems, Computer Systems, Data Structures, Algorithms, Artificial Intelligence, Linear Algebra, Calculus, Physics for Engineers

LANGUAGES SPOKEN/WRITTEN

English, Tagalog