Collin Riggs

St. John's, NL

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PROJECTS

Chokepoint Detection and Wall-In Building Placement in StarCraft Independent Author, 2023
- Exploration of specific A.I. strategy and implementation in RTS games
- Oral presentation on thesis is used as reference material for new students

Have You Seen Kent? Team Member, 2022
- c++ 2-D rogue-like game built with a custom game engine and SFML
- Primary developer of entity management system, A.I. systems, and shaders

Generative Design in Minecraft Challenge - Village Generator Independent, 2022
- Used a combination of pathfinding techniques and perlin noise to build villages
- Re-designed competition-supplied interface to allow for more complex features

SKILLS

Java, c++, Python, React, Unreal Engine, AWS, nginx, RESTful APIs, Linux server management

WORK EXPERIENCE

Software Developer *Independently contracted*, 2017-Current
- Design and implement mobile, web, and software applications
- Maintain communication with customers to ensure end product delivered meets expectations

Front Desk Agent & Server *Guv'nor Inn & Pub*, St. John's, NL, 2023-Current
- Increased business workflow efficiency with new technology and improved systems
- Managed high levels of customer service in fast-paced, high pressure environments

Supervisor *Shoppers Drug Mart*, 2021-2022
- Manage and process financial and administrative documents on a store-level
- Organized other staff in efficient, ability-driven roles to complete tasks as a team

EDUCATION

Bachelor of Science, Honours *Memorial University of Newfoundland*, St. John's, NL
Specialization in Visual Computing and Games

Ontario Secondary School Diploma *Central Elgin Collegiate Institute*, St. Thomas, ON
Graduated with Specialist High Skills Major in Business