Anthony Corton

Computer Science Major

Anthonycorton95@gmail.com   Graduate Student

ABOUT ME

Technical Skills: AWS, C++, Python, Java, Excel VBA, x86 Assembly, Node.js, MySQL, JavaScript, HTML5, Git

Github: https://github.com/Cortona1

LinkedIn: https://www.linkedin.com/in/cortona1/

Personal Website: https://cortona1.com

WORK EXPERIENCE

College of Engineering - Oregon State University   Corvallis, OR (2020 – 2022)

Undergraduate Learning Assistant (ULA): CS 161 & CS 340 & CS 352

Lead Undergraduate Learning Assistant (LULA): CS 161

- Assist in teaching classes like Intro to Programming, Intro to Databases, and Intro to Usability Engineering.
- Create and develop course content for Intro to Databases and Intro to Usability Engineering.
- Hold office hours weekly and grade assignments for class sizes of 300+ students

Personal Projects

Kamui-RPG (Python, Tiled, Adobe Photoshop)   Private Github, March (2022)

- Created a 2D RPG with PyGame that has multiple levels, enemy ai, and particle animations.
- Utilized Adobe Photoshop to create artwork and animations.
- Built the map in Tiled with both custom and premade assets, map data is loaded via csv files.
- Bundled audio, graphics, and code into a single executable built with PyInstaller.

OSU-cs340-ecampus/nodejs-starter-app (Node.js/HBS/CSS/MySQL)   Github, March (2021)

- Co-author of a starter guide for students enrolled at OSU for Introduction to Databases (CS 340).
- Created step by step guides for showing students how to create and launch a full stack web application.
- Demonstrated C.R.U.D principles with a responsive front-end utilizing Handlebars and JavaScript.

EDUCATION

Georgia Institute of Technology   Atlanta, GA (2022 – Present)

- Master of Science in Computer Science

Oregon State University   Corvallis, OR (2019 – 2022)

- Bachelor of Science in Computer Science