David Friedman

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🖥 www.david-friedman.github.io

Education

Georgia Institute of Technology
Computational Media
Media and Game Studies Specialization
Current GPA: 3.83
August 2017 - Present

Kennesaw State University
Applied Computer Science
GPA: 4.00
August 2016 - May 2017

Relevant Courses Taken:
- Agile-Based Object-Oriented Design
- Media Device Architectures
- Computer Graphics
- Data Structures and Algorithms
- Intro to Artificial Intelligence
- Linear Algebra
- Multivariable Calculus

Technological Abilities

- C/C++ Programming Language
- C# Programming Language
- Java Programming Language
- Python Programming Language
- HTML, Javascript, CSS
- Assembly Programming Language
- Unity3D
- TestOut® PC Pro Certification (2015)

Experience

Georgia Institute of Technology
Teaching Assistant
Media Device Architectures
August 2018 - December 2018,
August 2019 - Present

- Taught and assisted students with the development of video games on the Game Boy Advance hardware
- Led several lectures on advanced hardware topics
- Heavily debugged and play-tested projects and assignments written in C

The Coca-Cola Company
Packaging Engineering Intern
Packaging Research and Development Dept.
June 2014 - July 2014

- Researched the design and engineering of packaging for sparkling beverages
- Gathered data on the weight and size on bottles of competing brands
- Compiled and synthesized information into graphs for the marketing team

Skills

- Programming and Game Design
- Cinematography and Film Editing
- Animation and Drawing
- Music and Sound Design