Dishon **Jordan**

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EDUCATION
University of California, Riverside (GPA 3.90)
Bachelors of Science in Computer Science - expected June 2020
Santa Monica College - June 2018
Associates of Science in Computer Science, Computer Programming

WORK EXPERIENCE
Backroom Associate - Sears Los Angeles/Riverside, CA   June 2015 - Present
Trained new associates to proper backroom procedures and standards. Fulfilled online customer
merchandise orders and packaged according to UPS guidelines. Received incoming merchandise and
ensured proper storage, organization and location procedures. Quickly delivered ordered merchandise to
customers, adhering to Sears' five minute guarantee.

SKILLS
Programming Languages
   C++, Java, C, C#, Python, HTML, CSS, Javascript, MySQL
Development Environments
   Android Studio, Unity3D, Adobe Dreamweaver, Windows, Unix

PROJECTS
Graphic Pipeline - Computer Graphics Project   Winter 2019
Developed an OpenGL clone to simulate a graphics pipeline. Implemented triangle rasterization and coloring
using various color interpolating rules. Developed a clipping algorithm to clip triangle to the six sides of the
view volume. Implemented a z-buffer to test for the closest triangle to be rendered.(C++, Dynamic
Programming, OpenGL)

Ray Tracer - Computer Graphics Project   Winter 2019
Designed and developed a ray tracing program that rendered objects in a scene to desired specifications.
Implemented ray objects intersections to render objects on scene. Implemented phong shading, reflection
and refraction among objects in scene. Implemented indexed triangle rendering. (C++, Visual Studio)

RShell - Software Construction Project   Fall 2018
Developed a Unix shell in a two person team. Implemented general bash commands, command chaining,
precedence operations, piping, and IO redirects. Responsible for the design of the system, precedence
operations, and IO redirects using high-level software design patterns. (Unix, C++, Visual Studio, GTest
Framework)

Catchy Food Mobile Game - Personal Project   Summer 2018
Designed and developed a 2D android game named Catchy Food using the Unity 3D game engine. Integrated
google play services, keeping track of player leaderboard and achievement progression. Tested and
published application through the Google Play store. (C#, Unity, Google Play Services, Unity AdMob)

EXTRA-CURRICULAR ACTIVITIES
IEEE- UCR Division   Fall 2018 - Present
Santa Monica College Programming Club   Jan 2015 - Sep 2015