<h1 style="text-align: center; color: #2b7bb9;">RELEVANT PROJECTS</h1>

IB Program/CS Appraisal — Skyline High

- Developed a game using a new engine and languages (C#/Python, C++).
- **Demonstrated quick learning and adaptability by mastering unfamiliar tools in 3 months.**
    - I had adjust to a new Game Engine in less the a month to deliver this project in 2 months
- Delivered a functional game prototype, showcasing time management, documentation, and initiative.
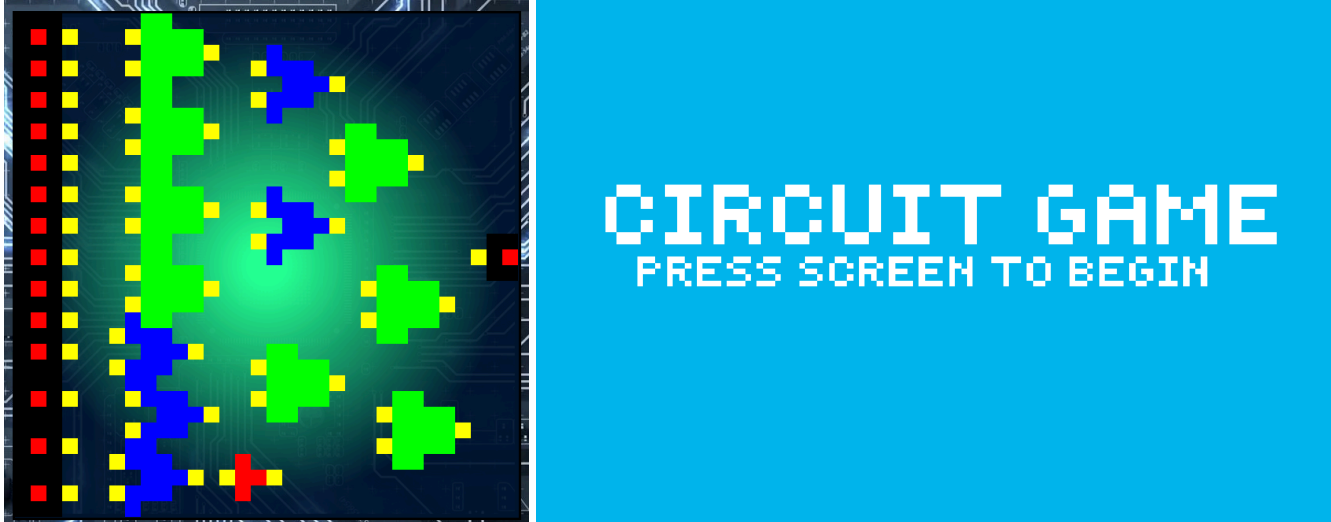

For More Details Please Look at my Repository

https://github.com/Elun4705/IBIA
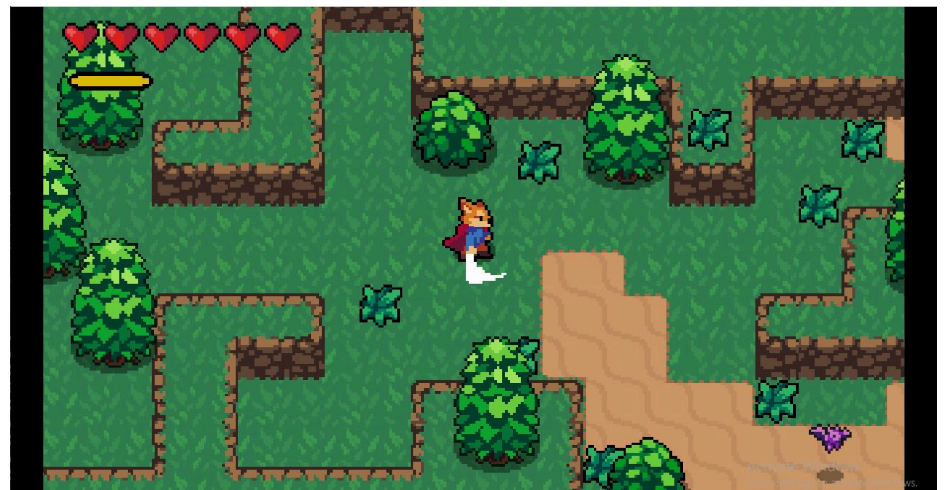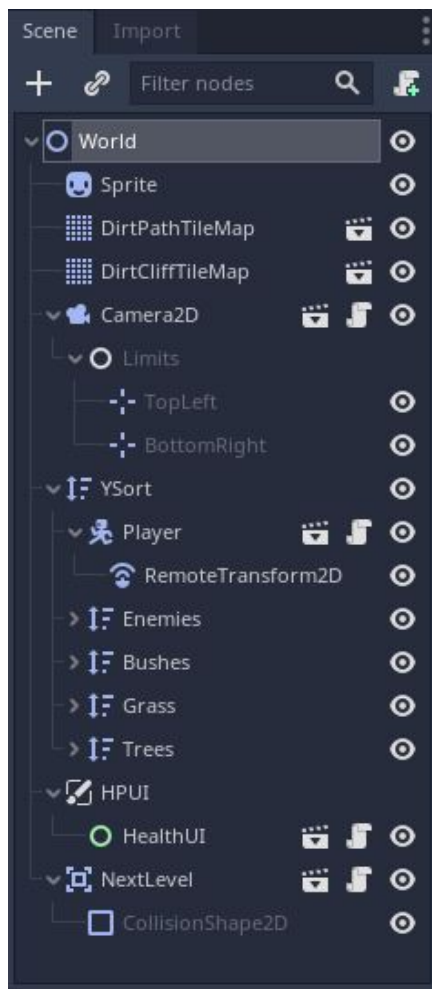
CS3505/Software Practices II Sprite Drawer Project — U of U

- Led a team to create a pixel art tool, laying the foundation for a larger project.
- Gained experience in building applications from scratch and iterative development.
- **Improved teamwork and project management skills.**
- Our goal was to to mimic the circuit puzzle games from the game Spider-man

For More Details Please Look at my Repository
https://github.com/University-of-Utah-CS3505/a9-edu-app-ahuo2003

CS3505/Software Practices I Server/Client & Database Project — U of U

- Created a network interaction system between a server and client with a partner.
- **Managed the project timeline** and responsibilities to meet goals effectively.
- Gained practical experience in network programming and teamwork.
- This project displayed technical stubbornness. This project was split into a database SQL creation and a socket Network. On the first one my teammate had a life crisis and left me to finish the work. And in the latter my new teammate provided multiple challenges to the point I had to carry the entire project on my own.

For More Details Please Look at my Repository
https://github.com/Elun4705/Web_Server
https://github.com/Elun4705/Chatting_Sockets

CS3505/Software Practices I Agario Project — U of U

- **Independently developed a multiplayer game** simulating Agario.
- Overcame challenges of **solo project** management and time constraints.
- Demonstrated resilience and self-reliance in completing the project successfully.
- This was also a culmination of various assignments leading up to this massive product utilizing a SQL database and sockets for server/client communication

For More Details Please Look at my Repository
https://github.com/Elun4705/Agario

Capstone Graduation Project - NaviAI — U of U

- **WIth well-coordinated team developed an AI D&D tool for Dungeons and Dragons**
- Overcame challenges of **Implementing an AI** from a new technology AGiXT – https://github.com/AGiXT
- Demonstrated resilience and self-reliance in completing the project successfully.
- Developed a useful app with the cutting edge technology that is AI
- https://navidnd.com – I was the lead developer for the AI in addition to the lead for this web application as I designed and managed how this app moved forward. We think of continuing to refine this as a hobby.

Please Take a Look At Our Repository
https://github.com/tporterz/naviai