

ERIC BOLLAR

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EDUCATION

University of Pennsylvania, School of Engineering and Applied Science

Philadelphia, PA

- *Candidate for BSE in Computer Science: Digital Media Design*
- Relevant Coursework: Calculus II, Programming Languages and Techniques I, Microeconomics

Expected May 2026

Sacred Heart Preparatory

Atherton, CA

- *High School Diploma*
- SAT: 1560 (790 Math/770 Reading) | Cumulative GPA: 4.11/4.33

Graduated May 2022

PROJECTS

Web Minecraft – *Three.js, JavaScript, HTML, CSS*

January 2021

- Built a remake of Minecraft in a web-game with random terrain generation, tree spawning, block destruction/placement, ore spawning, fog, and more

PirateShips.io – *Node, AWS, Three.js, JavaScript, HTML, CSS*

November 2020

- Made a networked web-game fitting the '.io' genre in which players control a unique pirate ship and fire cannonballs at other players. Upon destruction, ships drop treasure chests with collectable gold

L-Systems Visualizer – *Three.js, JavaScript, HTML, CSS*

October 2020

- Created a colorful visualization of 2D and 3D L-Systems from the 2004 paper, "The Algorithmic Beauty of Plants," with dynamic descriptions for each example

Windows Console Game Engine – *C++*

November 2019

- Designed a complete 2D game engine from scratch that can run 8-bit style games, such as Snake, by using the Windows Console's ability to print colored text to a window

More at www.ericbollar.com

EXPERIENCE

Web Developer – Penn Student Design

September 2022 – Present

UI/UX, Graphic Design

- Performing freelance graphic design work for clients through Penn Student Design: www.pennstudentdesign.com

Young Quakers Community Athletics – Penn Lacrosse

September 2022 – Present

Mentorship, Community Service

- Mentor teaching lacrosse to underprivileged youth from West Philadelphia

Youth Lacrosse Coach – ADVNC Lacrosse Club

May 2022 – June 2022

Leadership, Teaching Ability

- Part-time assistant lacrosse coach for the ADVNC San Francisco's 10U boys' team

Freelance Animator – Independent Contractor

June 2019 – December 2021

Autodesk Maya, Arnold Render

- Performed custom 3D modeling and animation services to individual clients using Autodesk Maya
- Rated 4.9/5.0 with 17 Reviews and 20+ Clients: [fiverr.com/ebollar/3d-model-anything-you-want](https://www.fiverr.com/ebollar/3d-model-anything-you-want)

EXTRACURRICULARS

University of Pennsylvania Varsity Lacrosse Player

2022 – Present

- NCAA Division-1 Athlete, dedicating 20+ hours per week for training, competition, and team activities
- Completed The Program: leadership training and combat mindset tutorial led by ex-military professionals

Penn ACM Siggraph Student Chapter Member

2022 – Present

- Member of community sharing interests in computer graphics, animation, games, and more

SKILLS & INTERESTS

- **Languages:** C++, C#, Java, Python, Swift, Ruby, HTML, CSS, JavaScript
- **Programs:** Visual Studio, Unity, XCode, Autodesk Maya, Vim
- **Tools:** React, Rails, OpenGL, Node, Flask, Three.js, AWS, Firebase
- **Interests:** Fishing, Basketball, Music