ERIC BOLLAR

Philadelphia, PA   ebollar@seas.upenn.edu   408-898-8003

linkedin.com/in/eric-bollar   **www.ericbollar.com**   github.com/ericbollar

EDUCATION

University of Pennsylvania, School of Engineering and Applied Science   *Philadelphia, PA*
- *Candidate for BSE in Computer Science: Digital Media Design*   *Expected May 2026*
- Relevant Coursework: Programming Languages and Techniques I, Mathematical Foundations of Computer Science, Engineering Probability (Discrete Math), Calculus I & II, Introduction to Microeconomics

Sacred Heart Preparatory   *Atherton, CA*
- *High School Diploma*   *Graduated May 2022*
- SAT: 1560 | Cumulative GPA: 4.11/4.33
- SHP's Academic Excellence in Computer Science Award 2022

PROJECTS

FullstackForum.com – *Typescript, HTML/CSS, Next.js, GraphQL, Node.js, PostgresQL, Docker*   *October 2022*
- A fullstack forum built using industry standard tools that allows users to create accounts, create/edit/delete posts, and vote on posts. This site was built with a professional, scalable stack.

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

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

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 Renderer
- 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*

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, Football, Basketball, Music