ERIC BOLLAR

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EDUCATION

University of Pennsylvania, School of Engineering and Applied Science   *Philadelphia, PA*
- *Completing a BSE in Computer Science: Digital Media Design*   *Expected May 2026*
- Relevant Coursework: Calculus II, Programming Languages and Techniques I, Microeconomics

Sacred Heart Preparatory   *Atherton, CA*
- *High School Diploma*   *Graduated May 2022*
- SAT: 1560 (790 Math/770 Reading) | Cumulative GPA: 4.11/4.33

PROJECTS

www.FaceClone.app – *React, Firebase, JavaScript, HTML, CSS*   *August 2022*
- Built a clone of Facebook complete with user authentication, real-time posting/commenting/liking, and a professionally designed UI.

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.

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.

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.

More at *www.ericbollar.com/projects.html*

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 and teach lacrosse to underprivileged youth from West Philadelphia.

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.

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