

Elliot Turner

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EDUCATION

California State University, Sacramento

Pursuing a Bachelors in Computer Science

- GPA: 3.8
- Courses: Algorithms, Computer Networks, Object Oriented Design, Computability, Stat. for Engineers, Calculus, Linear Algebra

PROGRAMMING LANGUAGES & LIBRARIES

Java, C/C++/C#, HTML, CSS (SASS, learning), JS (React, learning), x86, SQL, Bash.

TOOLS

IntelliJ IDEA, MS Visual Studio, VS Code, Git, MySQL Workbench, Vim, Razor Pages, Unity, Unreal, .NET, ASP.NET, Entity, Swagger, Ubuntu.

PROJECTS

Loan Retrieval API

RESTful API that collects client-specified information from a SQL database and returns it in JSON format, as well as a builtin website that displays the collected data for ease of access/portability.

Untitled Survival Game

Base-building, survival game created through Unity (C#) that contains various elements from highly popular games.

Progress (WIP)

Webpage that encourages character growth (physical and virtual) through daily challenges and routines. Will contain a plethora of systems such as: user created tasks, randomized events and instances, character sheet, clear progression path, elements of procedural generation.

FOCUS

Explore the various fields of computer science while maintaining an interest in web development, and game design.