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.

LANGUAGES & LIBRARIES & Frameworks

HTML, CSS , SASS/SCSS, Bootstrap, JS, React, Node, Express, SQL, .NET, x86, Bash, Java, C/C++/C#.

TOOLS

IntelliJ IDEA, MS Visual Studio, VS Code, Git, MySQL , Vim, Razor Pages, Unity, Unreal, 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.

Progress
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.

Built using: React, Bootstrap.

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

FOCUS

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