

Elliot Turner

elliottturner@csus.edu | (530) 417-5345 | farmerbaer.github.io

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

[Full Stack Web App](#)

Web application that utilizes a lightweight backend that relies upon modified blockchain and cloud storage technologies to fetch JSON styled data to be viewed and manipulated through a MUI styled frontend that provides an optimal user experience that matches industry standards.

Built using: React, MUI, Node, Vendia (cloud storage provider)

[Loan Retrieval API](#)

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

Built using: .NET frameworks

[Untitled Survival Game](#)

Base-building survival game created upon a previously designed world with modern improvements and design choices.

Built using: Unity (C#)

Progress(WiP)

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

Built using: React, Bootstrap

FOCUS

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