Elliot Turner

elliotturner@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 which 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 to display 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.