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

Progress (WIP)
A browser game that encourages character (virtual and physical) growth 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.