

Fate Hardin

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Education

The University Of Tennessee At Martin - May 2020

Bachelor of Computer Science

Projects

ThinkFast VR-2019

- A virtual reality game inspired by the Wario-Ware games and created using Unity and C#
- Developed in a group of 2 using Agile development methodologies
- Presented at 2019 Fall ACM Conference in Gatlinburg
- Available on steam!

Personalized Website-2019

- Created a web application using HTML 5
- Hosts links to visual P5-JS projects
- Links to other large scale software projects
- Found at <https://fhardin27.github.io/P5-JS-Practice/webpage.html>

Skills

Programming Languages: C++, C#, Java, Python 3, C, Javascript, CSS, HTML, jquery

Technologies: Visual Studio, Firebase , Unreal Engine, Arduino, Unity, Linux, Git, Latex

Other Experience

Immersive Health Group Internship

- Worked in Unreal Engine 4 developing VR experience
- Experience with designing blueprints

UTM Competitive Programming Team

- Competed Fall 2018, Fall 2019
- Team took 3rd place in the ICPC 2019 Mid-Central USA Regional Programming Contest

Home Depot - 2015-2017

- Worked in receiving unloading trucks
- Worked in as lot associate

STEM Scholar

- Participated in the STEM program