

Charles Hancock

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Education

Georgia Institute of Technology -- Atlanta, GA

Pursuing Bachelor's Degree in Computational Media.
Honors Program Student.
GPA: 3.92

Fall 2010
- Spring 2015

Work Experience

Georgia Tech Research Institute -- Co-op Software Student -- Atlanta, GA

Worked on secure web applications from frontend to backend, using Java, JavaScript, Oracle SQL, ExtJS, AngularJS, Less, and tools including Maven, Tomcat, Git, Jira, Stash, IntelliJ, and SQLDeveloper. Notable work included implementing the entire frontend of a file upload feature and designing/implementing a complex user group deletion feature.

August 2012
- Fall 2014

Undergraduate Research Assistant -- Georgia Tech

Worked on EarSketch, a pedagogical tool for teaching programming using Python and the Reaper audio workstation. Helped test the program in a real grade-school classroom setting.

2012

Undergraduate Teaching Assistant -- Georgia Tech

Taught CS1315: Intro to Media Computation - 22 Students
Taught CS2261: Media Device Architecture - 45 Students

Fall 2013 -
Spring 2015

Skills

Languages: Java, C#, Python, JavaScript, HTML, CSS, Less, Oracle SQL

Frameworks/Libraries: AngularJS, ExtJS, JUnit, Android, Spring, Guice

Environments: Unity, IntelliJ, Eclipse, Android Studio, Unix

Software: Photoshop, GIMP, InDesign, Illustrator, Reaper, Vim, Git, JIRA, Stash

Projects

Beamer Bot Game -- Personal Project

Twitter Bot using the Tweepy API for Python with a SQLite Database.
Generates Tweets based on one of a list of my friends, then allows them to guess who!

Fall 2015 -
Present

Sofa Slackers -- Entry in the 2015 Global Game Jam

Composer, Artist, Programmer, Visual/Gameplay/Sound Design Director.
Two-player falling-block game made in Unity featuring totally original art and music made with GIMP and Famitracker.

January 2015

Any Color You Like -- Entry in the 2014 Global Game Jam

Lead Programmer, Gameplay Designer
Four-player tile-based arena combat game made in Unity.

January 2014

Ray Tracer -- Class project

Wrote a ray tracer with full lighting and reflections in Processing

Spring 2013

Tank Minesweeper -- Class Project

Sole Programmer, Gameplay Designer
Co-op minesweeping and tank combat game on Atari 2600! Features three maps, AI, and original music in exactly 4KB (the maximum amount) of Batari Basic code.

Fall 2011

Activities

Vice President of Internal Affairs -- Psi Upsilon Fraternity, Gamma Tau Chapter

Adminstrated chapter house network systems and website

2014