

# Riley F. Halloran

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## EDUCATION

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### Indiana University, Bloomington, Indiana

*Master of Science in Computer Science*

*Bachelor of Science in Computer Science, with Departmental Honors*

*Bachelor of Science in Game Design, Specialization in Programming*

Minors: Informatics and Mathematics

Graduation: May 2023

Major GPA: 3.37

Major GPA: 3.43

Major GPA: 3.51

Cumulative GPA: 3.42

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## GAMES

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### Erin and the Otherworld:

Released: April 12, 2023

*Lead Programmer, Student LLC Druor*

- Implemented game play elements for constellation drawing based on artist and designer documentation
- Established code writing conventions and programming documentation with teammates
- Created project tasks and coordinated development with the programmers and designers
- Strategized and theorized new gameplay systems in remote and in-person team meetings

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## Work Experience

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### Naval Surface Warfare Center Crane:

June 2023 – Present

*Scientist, Crane IN*

- Compared and debugged two different versions of the same application using C++ and Matlab
- Reorganized the team structure for reporting bugs on proprietary task management software

### Cyberinfrastructure for Network Science Center:

July 2022 – May 2023

*Unity Developer, Bloomington IN*

- Collaborated between two teams to implement a Unity WebGL build for the HuBMAP project
- Utilized C# in Unity and HTML/JavaScript to construct a WebComponent of the WebGL

### IU Rec Sports:

May 2018 – May 2023

*Aquatics Swim Instructor and Lifeguard, Bloomington IN*

- Set goals and managed expectations for participants in private and group lessons

### IU Residential Life:

August 2020 – May 2021

*Residential Assistant, Forest Residence Hall Bloomington IN*

- Managed and communicated with 26 residents and facilitated interpersonal relations
- Held one-on-one and group meetings; mentored and provided advice to floor residents

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## Classes

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**Rapid Prototyping:** Designed and programmed a unique prototype each week based on a theme provided by the professor and assembled a personal library of scripts and scenes for quick implementation

**Video Game AI:** Read and watched materials about historic video game AI like behavior trees and GOAP and implemented some applications like utility AI and A\*

**Computer Graphics:** Learned about shader technology and the polygon projection pipeline. Implemented Lighting, texture mapping, and clipping using shaders constructed in Unity

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## HONORS

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### Eagle Scout:

July 11, 2019