# Ian Grant

## Software Engineer

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## SKILLS

**Languages:**

| C/C++ | **C#** | **Java** | **JS** | Python | **Angular** | **HTML** | **CSS** | Node.js | Typescript | Bash |
|---|---|---|---|---|---|---|---|---|---|---|

**Software and Frameworks:**

| Matlab | Git/SVN/TFS | Slack | Vim | Xcode | Visual Studio | Linux |
|---|---|---|---|---|---|---|
| Unix | Agile / Scrum | Unity | Blender/PS | Docker | | |

## EXPERIENCE

**Pure Engineering** - *Software Engineer*

June 2018 - PRESENT

- Front-end development through Ionic (Angular, Typescript)
- Unity development for web based application (C#, Javascript)

**Tri-co Blueprinting** - *Production Assistant*

July 2015 - August 2017

- Managed an online planroom service for customers to upload blueprints for jobs and contracts

## EDUCATION

**Bachelors of Science** in Computer Science

**California State University Channel Islands**

Cumulative GPA: 3.5 | Graduated Date: May 2020

## PROJECTS

- Created multiplied application front ends targeting web and mobile.
  - Developed with **Angular**, **Ionic**, **Typescript**, and **JavaScript.**
- Created a 3D application displaying DB retrieved data.
  - Utilizing **Unity**, DB retrieval using websockets, and serialization using Google's **Protocol Buffers**.
- Created a voxel engine and prototype game.
  - Built in **Unity**, utilizing **Protocol Buffers**, multi-threading, and custom shaders.
- Flashcard Tool - An app built with android studio, allowing users to create, save, and share flashcards