

Robert Geil

Email: robert@rgeil.net

GitHub: <https://github.com/Infirmarian>

Website: www.rgeil.net

Education

University of California, Los Angeles 2017-present

- **3.724 GPA**
- Major: Computer Science
- Relevant Coursework: Data Structures and Algorithms, Introduction to Computer Organization, Open Source Software Lab, Multivariable Calculus, Linear Algebra, Discrete Mathematics

Upper Arlington High School, Columbus, OH 2013-2017

Skills and Proficiencies

C#, C++, Python, Java, MySQL, C, HTML/CSS, Git Version Control, Agile

Unity 3D development for VR, iOS and Android

Work Experience

Data Analyst Intern at ORIS Intelligence Summer 2018

- Used an Agile workflow to plan, develop, test and reevaluate software
- Wrote several Python web scrapers to visit sites monitored by ORIS and gather information for the company database. These tools were deployed to a production environment and are in continued use
- The scrapers that I developed allowed site monitoring issues to be detected and addressed on a much larger scale, and helped to discover thousands of previously untracked web pages

Projects

Ludum Dare 41 Game Jam April 2018

- Lead programmer of a four person team at Ludum Dare 41 that developed *Desert Fishing*, an existential 3D puzzle game
- Primary responsibilities included gameplay programming, animations, and scene management and design

Cubic Chess 2017-2018

- Worked on a personal side project to create a version of 3D chess, built for virtual reality
- Utilized C# and the Unity Game Engine to create a prototype of the game

Activities

Officer of ACM Game Studio, a game development club at UCLA 2018-present

- One of four officers of Game Studio, the largest game-making club at UCLA
- Responsible for teaching new members Unity and game development, as well as mentoring incoming students through their development of games

Clarinetist in the UCLA Marching Band 2017-present

Awards

- Two time member of the Dean's List 2017-2018
- National Merit Scholarship Winner 2017