

# Jawad Alamgir

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## Profile

Excellent content specialist and team player with extensive understanding of development tools and programming languages. Individual with a strong eye for detail who is presently a junior at Oregon State University majoring in Computer Science with a focus on video game development and simulation, as well as expertise with OpenGL and GLSL.

Expertise in database management systems, continuous integration, and development pipelines (Circle Ci).

In search of an internship as a Software Engineer or a game developer that will allow me to put my demonstrated programming and usability testing abilities to use.

## Education

### Bachelors in Computer Science (Simulation and Game Programming Focus) GPA 3.56

Oregon State University

01/2019 – present

- Design, develop, maintain the backend of games that handles online multiplayer matchmaking, gameplay data, and user behavior. Statistics and data mining are heavy.

## Professional Experience

### Student Technician, IS Client Services

Oregon State University

12/2020 – 01/2022

- Experience supporting various systems like Banner, Microsoft Exchange Console, Active directory. Troubleshooting to identify and resolve problems in a timely manner.
- Extensive support for Zoom which includes licensing, troubleshooting, and functionalities for customers.
- Installed operating systems and programs, troubleshoot hardware and software issues, and supported applications such as Microsoft Office and Box.
- Task escalation and sharing of issues through timely communication with several departments and levels.

## Projects

### REST API Google Cloud Platform

Cloud Application Development, Oregon State University

09/2021

- Using Datastore to store Application data and using Auth0 to implement login.
- Used Node.js for setting up REST API and deployed the project to Google App Engine.

### Animated Bézier Surface

Computer Graphics, Oregon State University

01/2021

A first-order Bézier curve, curve is a straight line between the control points. My project has 2 Bezier surfaces that you can increase or decrease the points that make them up, animate the curves, there is also basic OpenGL lighting on the surface, you can also view the points that make up the surface with the lines or just see the points, I also incorporated shaders into the project so there is better lighting with shaders as well as animation through shaders as well.

### Disintegration Shader

Computer Graphics Shaders, Oregon State University

01/2021

This project attempts an implementation the disintegration effect found in video games. The shader allows opacities of objects to be changed and using noise patterns slowly changing opacity imitating a disintegration effect.

### Maze Game in C

Data Structures, Oregon State University

06/2021

- Used Data Structures fundamental and optimized Maze game using LinkedList

## Skills

Object Oriented Programming C++

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Data Structures (C)

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OpenGL

● ● ● ● ●

OpenGL Shading Language

● ● ● ● ●

Javascript

● ● ● ● ●

Python

● ● ● ● ●

## Awards

### Deans Honor Roll

Oregon State University

- Spring 2020
- Fall 2020
- Winter 2021
- Summer 2021
- Fall 2021
- Winter 2022

### International Student Continuation Scholarship

Oregon State University