

Jeremy R. Moy

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Engineering Project Experience

Line Rider Game Application: Embedded Systems and Design

October 2016 – December 2016

Languages: C, Java

- Created custom game to be implemented on an Embedded System
- Tested custom game by playing game using computer keyboard via Serial Communication
- Created simple android Bluetooth controller application using Android Studio and Java
- Implemented a Bluetooth connection between the Embedded System and the Android application

Incorporated: Senior Design - Libation Games

August 2015 – May 2016

Languages: Java

- Develop an indie style video game with a small team
- Created and sustained an educational game development blog
- Utilized LibGDX Java library to create the physics engine
- Worked on implementing and testing in-game store
- Tested game and reported bugs to the whole team
- Maintained and analyzed project's educational blog and monitored page-view statistics

EatGreen Website: Website Developer

February 2015 – May 2015

Languages: HTML, CSS, SQL

- Developed an original recipe website using HTML and CSS with small team
- Created multiple HTML files in which to implement into website in Adobe Dreamweaver
- Added reference links to each webpage so each page could be accessed by other webpages
- Assisted team Database role in adding new users to database with username and password constraints

PSoC Metal Detector: PSoC Design Project

October 2014 – December 2014

Languages: C

- Created a home-made metal detector using a PSoC 1 device and several electrical components
- Implemented a program that detected the change in Magnetic environment from an inductor
- Successfully displayed, and demonstrated, project for peers and professors

Ultra Gravity: Mobile Compatible Game Application

September 2014 – December 2014

Languages: Java

- Designed and programmed an Android and IOS compatible mobile game application
- Contributed to the documentation of each completed iteration of the design process
- Successfully added game application to Google Play application store

Additional Knowledge In: MIPS Assembly Language, VHDL, UGS NX7

Education

Marquette University - Milwaukee, Wisconsin

Graduated December 2016

- Computer Engineering Major

Work Experience

General Worker: Tangled Noodles and More

August 2016 – December 2016

- Took the orders of various customers, Assigned to serve the various customers' food in a timely matter, Cleaned up after customers and wash used dishes, Prepared customers' order as needed.

Summer Tennis Coach: Niles Township High School

June 2015 – July 2015

- Taught incoming and non-varsity level players the fundamentals of tennis, Assisted head coach in running warm up drills with the whole camp; Assisted head coach in improving the skill of the varsity level players.

Concessions: Assistant Manager: The Village of Lincolnwood

May 2014 – August 2014

- Opened and closed concession stand, Taught new members how to use equipment, Managed the presence of currency, all currency transactions, Led employees with the role of active manager in the absence of manager, Answered customers' questions.

Leadership Experience

Triangle Fraternity – Engineer/Architect/Science Fraternity: Rho Chapter

May 2014 – December 2016

- Assistant House Manager – Managed fraternity house cleanliness and order.
- Engineering Student Council Representative – Helped plan and carry out events for the College of Engineering.
- Inter-Fraternity Counsel Delegate – Attended meetings with other fraternities to discuss and govern events that occur within the Greek community.
- Social Chair - Complied with the Risk Manager to organize social events for chapter members and alumni.
- Standards Board Member – Acted as a member of the judicial trio to uphold the standards of fraternity among current members.