

Joseph Krusling

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Education

Bachelor of Science in Computer Science

Class of 2020

University of Cincinnati

3.6 GPA

Studying intermediate and advanced computer science concepts including data structures, computer architecture, discrete structures and programming languages.

Post Secondary Enrollment (PSEOP)

Class of 2015

UC Clermont College, Ohio Virtual Academy

3.7 GPA

Completed college level courses for simultaneous college and high school graduation credit. Studied introductory and intermediate topics in math, chemistry, physics, calculus, history and English.

Technical Skills

Languages

Proficient: Java, Python

Exposure: C/C++, x86 Assembly, C#, PHP, JavaScript, GLSL, Lua

Software and Technologies

IntelliJ, PhpStorm, Visual Studio, Mathematica, MATLAB, Git, MySQL, Amazon EC2 and S3

Projects

Settlers of Catan Implementation

2016 – 2017

Implemented popular multiplayer board game in Python using Twisted for client-server network communication. Designed flexible layout system for rendering UI elements using PyGame.

Gameplay Automation Tool for MMORPG

2015 – 2016

Designed custom Java game client to extract data from the game using bytecode manipulation. Automated gameplay via simulated mouse and keyboard events. Disclosed research to game developers to help improve their bot and cheat detection strategies.

Efficient Ray Tracer

2014 – 2015

Created voxel ray tracer that renders high resolution scenes in real time using Java, GLSL and LWJGL. Developed strategy for efficiently storing and traversing scene geometry in parallel on the GPU.

Activities

Game Addon Development

2016 – 2017

Wrote and packaged Lua scripts for World of Warcraft to enhance and streamline the user interface.

Freelance Web Design

2016

Designed and hosted interactive websites for local clients using HTML, JavaScript, CSS and PHP.

Available for co-op during Summer or Fall 2017