

# Brock Pittman

bpit7654@gmail.com

(984) 226-4952

[Portfolio](#)

[LinkedIn](#)

---

## EDUCATION

### North Carolina State University, Raleigh, NC

GPA: 3.454

- Bachelor's in Computer Science - May 2025
- Courses: Game Engine Foundations, Building Game AI, Foundations of Interactive Game Design, Software Development Fundamentals, Software Engineering, Computer Graphics, C and Software Tools, Independent Study, Senior Design

---

## EXPERIENCE

### Software Engineering:

- Utilized the fundamentals of the software development cycle
- Implemented a coffee maker system using frontend web technologies, MySQL, REST API, and Java
- Designed wireframes for frontend pages and UML Diagrams for backend processes
- Collaborated with peers to produce a functional and efficient program

### Game Engine Foundations:

- Modeled and assembled a game engine in C++ to be general enough for users to implement their own games
- Implemented Functionality: Collision, Networking, Events, Scripting, Multithreading

### Software Development Fundamentals:

- Learned the fundamentals of GitHub version control, JUnit testing, developing interconnected systems, and reading/writing elements of UML diagrams

---

## SKILLS

**Programming Languages:** C++, C, Java, Verse

**Tools:** Jenkins, GitHub, Maven, Eclipse, Twine, Aseprite, JUnit

**Web Technologies:** Javascript, CSS, HTML, AngularJS, MySQL, REST API

---

## PROJECTS

### Game Engine - Solo Class Assignment

- Learned C++, SFML, ZMQ, and V8 scripting
- Created with networking and event system

### CoffeeMaker:

- Collaborated with peers to create a system that allows for Coffee Orders to be created and completed
- Organized Recipes, Ingredients, and Orders to be stored in a MySQL database
- Utilized Java, Javascript, CSS, HTML, AngularJS, MySQL, Maven, and REST API to create an orderly frontend and backend

### WolfScheduler

- Developed a scheduling system that allows students to schedule college classes
- Performed JUNIT and blackbox tests to ensure correct system functionality
- Created using Java

### Ardenfell - Team Independent Study Class Assignment

- Created a camera system and networking to mimic a souls-like experience
- Developed with Unreal Engine 5

---

## WORK HISTORY

### NCSU - Computer Science Grader/Teaching Assistant

- September 2024 - May 2025
- Classes: Game Engine Foundations and Foundations of Interactive Game Design
- Instructor: Dr. Alexander Card

### NC State Dining: Fountain Dining Hall - Student Assistant Manager

- August 2021 - May 2025