

Brock Pittman

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(984) 226-4952

[Portfolio](#)

[LinkedIn](#)

EDUCATION

North Carolina State University, Raleigh, NC

GPA: 3.45

- Bachelor's in Computer Science - May 2025
- Concentration: Game Development

RELEVANT COURSEWORK

- | | | | |
|---------------------|------------------|--------------------------------|------------------------|
| • Game Engines | • Game AI | • Game Design | • C and Software Tools |
| • Independent Study | • Linear Algebra | • Data Structures & Algorithms | • Software Engineering |

PROJECTS

Computer Graphics | Javascript

August 2024 - December 2024

- Utilized OpenGL and GLSL to learn the fundamentals of graphics programming and shaders
- Created a window with a simulated 3D environment to test the creation, rotation, translation, and scaling of 3D objects in the space
- Applied textures with UVs and normals to objects and tested the effects of lighting on these objects

CoffeeMaker | Java, AngularJS, HTML, CSS, MySQL

January 2024 - May 2024

- Collaborated with peers to create a system that allows for Coffee Orders to be created and completed
- Performed unit and blackbox tests to ensure correct functionality
- Wrote bug reports and utilized Github actions to organize and systematically fix issues
- 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

Game Engine | C++, SFML, OMQ, V8

August 2023 - December 2023

- Implemented a multithreaded structure for a server to listen for client connections allowing for server object information and client character event and positional information to be sent back and forth
- Developed an event system to handle many actions attempting to execute at once
- Created a timeline class to assist with giving certain events priority based on time and to address framerate dependent movement

Wolf Scheduler | Java

January 2022 - May 2022

- Developed a scheduling system that allows students to schedule college classes or other custom events
- Performed unit and blackbox tests to ensure correct system functionality

TECHNICAL SKILLS

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

Web Technologies: HTML, CSS, AngularJS, Maven

Tools: GitHub, Jenkins

EXTRACURRICULAR

Video Game Development Club - Member

- Hosted a UEFN and Verse workshop for teaching the fundamentals of the tool and language
- Engaged in workshops related to game design and development
- Collaborated with other members to participate in club run game jams

WORK HISTORY

NCSU - Computer Science Teaching Assistant

September 2024 - May 2025

- Classes: Game Engine Foundations & Foundations of Interactive Game Design
- Instructor: Dr. Alexander Card