Keegan Sanchez

Vancouver, WA | (360) 909-1769 | keegan.sanchez@wsu.edu | *https://github.com/Lurgypai*

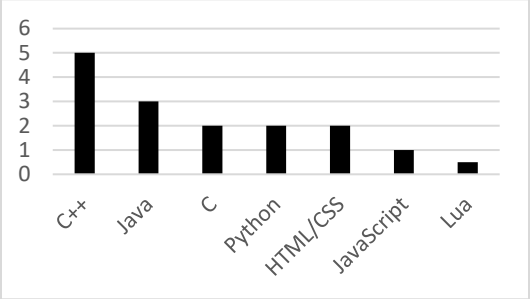
Education

Washington State University **B.S. Computer Science**
Class of May 2022

GPA: *4.0*

Languages

I began programming as a hobbyist in 2013. Depicted to the right are my years of experience with all the languages I've used. See my GitHub for samples of my C++ work. (*https://github.com/Lurgypai*)



Tools I'm Comfortable Working With: Visual Studio, Eclipse, IntelliJ, PyCharm, Vim, CMake, Git

Experience

WSU IT / Student Employee (November 2020 - Present)
Work assisting students and faculty troubleshoot software problems, and update/install software. Provide individuals with troubleshooting and support via phone and video calls.

WSU Quantitative Skill Center / Tutor (January 2020 – November 2020)
Tutored students in Mathematics and Computer Science and was a reliable partner in their success. Helped campus staff move center online.

ArcaneMC / Independent Developer (June 2017 – February 2018)
Commission based work building server plugins for Minecraft. Collaborated with a team of developers using Slack and BitBucket in conjunction with Git to manage development.

Projects

I have worked on a variety of personal projects, written mainly in C++. I primarily enjoy programming games. C++ projects are in my github repository, https://github.com/Lurgypai.

rummagesale.net (2020 – Present, *http://rummagesale.net*) Developing a custom website from scratch working with HTML and CSS. Learning to host on an Ubuntu server using and Apache HTTP Server. Designing interesting layouts with cohesive formatting.

To the Death (2018 – Present, *https://github.com/Lurgypai/Stabby*) Writing a 2d online multiplayer platforming game focused on combat using C++, SDL, OpenGL, and ENET. Re-writing engine from scratch. Learned to use sockets, serialize/unserialize data for network transfer. Wrote an authoritative server network model. Wrote the graphical engine, which interfaces directly with OpenGL. Learned to effectively buffer data to the GPU, as well as how to write vertex and fragment shaders. Learned to use compute shaders to handle a simple particle system. Used the nlohman/json library to load weapon information, enabling the addition of custom weapons. Added stage editor for custom stages. Cross platform on Windows and Linux using CMake to manage build systems.