Mark McAteer

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EDUCATION

University of California, Santa Cruz   **June - 2024**

B.S. Computer Science: Game Design

SKILLS

Unity │ Unreal Engine │ Blender │ C++ │ C │ Python │ Unix │ Git

PROJECTS

Personal Portfolio Website: *https://markmcateer.github.io/Portfolio/*
Includes:
- Unreal Engine 5 (Animation, landscaping, blueprints, lumen, nanite, and more)
- Unity (Timers, physics, levels, counters, and more)

Github: *https://github.com/MarkMcAteer/Code*
Includes:
- Linked list, priority queue, stack, dictionary, graph, and big integer.
- RSA public/private key generation, encryption, and decryption.
- Huffman encoding/decoding compression and decompression.
- Breadth-first search and depth-first Search.
- Bloom filter with bit vector and binary search tree.
- Sorts: heap, shell, quick, insertion.

Leetcode: *https://leetcode.com/MarkMcAteer/*