Michael S. Elrod

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SUMMARY OF QUALIFICATIONS

A life-long fan of creative development with progressive experience using C/C++ and Java in object-oriented programming. Experience developing large user focused systems and team-based projects using 3D graphic software such as Blender, Unreal, and Unity with GUI's. Broad range of interests demonstrated through cohesive design and user-oriented projects. Enjoy finding solutions to optimizing code performance and organizing group projects. Preparing for more advanced course work in Software Development, 3D Programming, Operating Systems, Web Applications, Artificial Intelligence, Modeling, Animation and more.

EDUCATION

Clemson University   **August 2021 - Present**
Bachelor of Science in Computer Science
- GPA: 3.6

York Technical College   **August 2020 – May 2021**
- GPA: 3.9

SKILLS AND ABILITIES

C/C++ and Java: Advanced
- 3+ years of experience in these languages with a C/C++ focus
- Optimizing code using advanced data structures and object-oriented programming
- Experience implementing software design patterns: Observer, Hook-Template, M-V-C, E-C-S
- Understanding of the software development lifecycle

C#, LUA, Python: Intermediate
- Using C# and Lua for scripting in personal projects in game development
- Using Python to practice basic system designs and scripting capabilities

PROJECTS

2D Game Engine
- Designed a 2D game engine from scratch using C++, Lua, and several libraries
- Utilized a M-V-C and E-C-S design to organize the engines components and their systems
- Created a playable demo using this engine showcased on my website above

Games
- Used C# scripting to simulate character movements such as: running, sliding, wall-running, jumping, and grappling as well as create interactive user interfaces
- Participating in team-based projects in the Game Development Club at university
- Gaining progressive experience in 3D modeling with engines such as Blender, Unreal and Unity

WORK EXPERIENCE

Publix Super Markets, Inc.   **June 2016 - Present**
Asst. Bakery Manager
- Promoted from part-time clerk to full-time baker to assistant bakery manager
- Communicate responsibilities amongst team members across multiple departments
- Organize daily team production, inventory, and schedules
- Conduct interviews of prospective associates