Richard Motorgeanu

 Multipixels | ▦ Personal Website
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Highlights of Qualifications

– Enrolled in Level 2 of the Computer Science program at McMaster University
– Extensive coding experience in OOP languages, such as C#, C++, and Python, established by course work and personal projects
– Familiar with version control systems, in particular Git, as shown through course work and personal projects

Education

Bachelor of Applied Science | Honours Computer Science (Co-op)   Sep 2022 - Apr 2027 (projected)
McMaster University, Hamilton ON

– Current cumulative grade point average of 4.0 on a 4.0 scale
– Relevant courses: Intro to Programming (Python), Intro to Computational Thinking (Haskell), Software Design using Web Programming (Elm), Development Basics (C/Git/Linux)
– Fields of interest: Game Development, Software Development and Design

Work Experience

Learning Resource Development Assistant | Co-op   May 2023 - Present
McMaster University, Hamilton ON

– Collaborating with Sherman Centre staff to develop material created from previous workshops into learning resources that meet the needs of learners within and beyond McMaster
– Using pedagogical best practices to create highly engaging and effect learning objects that may be reused by instructors and learners in face to face, hybrid, or virtual learning environments
– Assist with planning for future workshops and event series.

Student Leader | Summer Coding Camp   Jul 2022
Peel District School Board, Mississauga ON

– Became familiar with tools and languages to support the summer camp students, encouraging independent learning through the use of tutorials and experimentation
– Planned and created lesson plans and project outlines to assist student's learning and creativity, resulting in over 30 unique projects being created as part of their final inquiry project
– Aided students individually and in small groups with coding errors, equipping students with effective problem solving skills

Projects

Nyctomorph | Game Jam Project   Feb 2023

– Collaborated with a friend to develop a 2D survival game using Godot 3 in 9 days for the 5th NOKIA 3310 game jam
– Designed the game under strict visual requirements, writing shaders to restrict the color palette

Crop Rush | Game Jam Project   Jan 2023

– Developed a 2D puzzle game using the Unity Game Engine in 72 hours for the Ludum Dare 52 game jam
– Gathered feedback from players and implemented new features to meet player expectations
– Scored 226th out of 825 entries in the Fun category, and 358th overall

KTaNE Voice Assistant Bot | Personal Project   Jan 2022 - Oct 2022

– Created an interactive voice assistant bot in Python that acts as the second player for the popular party game *Keep Talking and Nobody Explodes*
– Applied important software design principles and best practices, such as modularity
– Provided documentation for the code, as well as an installation and usage guide using GitHub Wikis in order to assist future contributors and users and promote sustainable development

Volunteer Work

Research Assistant   Feb 2023 - Apr 2023

The Gaming Scalability Environment (G-ScalE) Lab, Hamilton ON

– Researching game design and how certain aspects affects cognitive and motor requirements
– Designing mini-games that test user's cognitive and motor abilities
– Developing games that will track user's skill scores that will be used for research analysis

Extracurricular Supervisor   Mar 2019 - Mar 2020

Orange Door, Mississauga ON

– Collaborated with the program coordinator to organize a consistent weekly schedule of events for students
– Developed strong leadership skills by supervising a group of students chosen to go to the local library or park

Teaching Assistant   Dec 2018 - Jan 2020

Peel District School Board, Mississauga ON

– Assisted teachers in preparing course material and hand outs, as well as setting up interactive labs
– Tutored elementary students struggling in English and Math to support their reading, money counting, and clock skills, as well as special-needs students in their arts and crafts projects
– Organized and cleaned cabinets, closets, and drawers to help teachers across the school with the end of school year clean up

Extracurricular Activities

Varsity Fencing   Sep 2022 - Present

McMaster University, Hamilton ON

– Demonstrate time management by actively commuting to attend weekly practices and lessons while maintaining school work and long commuting schedule
– Participates in solo and team tournaments on a monthly basis
– Volunteer to lead the group by demonstrating new skills and techniques and leading warm-up exercises

Skills

Languages:	Python, C#, C++, C, Java, MATLAB, LaTeX, SQL, Haskell, Elm
Tools and Frameworks:	Unity, Godot, Git, GitHub, GitHub Pages, Jekyll, VSCode, Visual Studio, Microsoft 365, AutoCAD, .NET
Spoken Languages:	English, French, Romanian

Certifications

Agile Project Management   Feb 2023

Coursera, Google