Taha Tas

Georgia, USA • tahatas123@gmail.com

Education

Mercer University – Macon, GA
- **Bachelor of Science: Computer Science**, 05/2025
- Minors in **Mathematics** and **Information System Technology**

Alliance Academy for Innovation – Cumming, GA
- **High School Diploma**, 05/2021
- **Cybersecurity** Pathway

Employments

Unreal Engine AR Gameplay Intern, 05/2024 to 07/2024
MetaCampus – Remote
- Utilized Unreal Engine and C++
- Blueprinted gameplay within AR (specifically Oculus Quest 3)
- Level design
- 3D Modeling (Blender)

Telecommunication/Network Assistant, 08/2023 to 05/2025 (expected)
Mercer University – Macon, GA
- Assist with server setup and management
- Install AP at necessary locations on and off campus
- Manage inventory of networking equipment
- Troubleshoot and diagnose issues within network infrastructure

IT Help Desk, 08/2022 to 05/2023
Mercer University – Macon, GA
- Provided customer support for teachers and students
- Provided support over the phone and in-person
- Managed different operating systems including Windows 10/11 and MacOS
- Troubleshooted and diagnosed issues regarding boot problems, network issues, account problems, etc.

Research

VR Graphics Development
- VR Coaster exploring fetus stages inside a mother's womb
- Python3
- Utilize Vizard 7 to create VR experience
- 3D Studio Max/Blender

Machine Learning
- Predict number of classes needed based on previous class data
- Python3
- Jupyter Notebook
- AI/Machine Learning Development

Notable Courses

- Intro to Graphics
- Advanced Graphics (expected Spring 2025)
- Data Structures & Algorithms
- Advanced File Structures & Algorithms
- Operating Systems
- Assembly
- Artificial Intelligence

- Software Engineering I/II
- Calculus I & II
- Discrete Mathematics
- Linear Algebra
- Probability and Statistics

Proficient Programming Languages

- C
- C++
- C# / ASP.NET
- Python
- Java
- JavaScript
- SQL

Skills

- OpenGL C++
- RenderDoc
- Unreal Engine 5
- Blender
- Git
- Unity
- VR/AR
- Godot

Notable Projects

Pendulum Physics
- Simulates the physics of a conventional pendulum
- Displays the damped motion using the Runge-Kutta 4th derivation
- Utilizes models, texturing, and lighting
- OpenGL C++

Space-Time Gravity Simulation
- Simulates the physics of a multiple body system
- Displays gravitational representation of space-time using Schwarzschild's Radius and Flamm's Paraboloid
- OpenGL C++

Mindmaze
- Fully Released Demo on Oculus Store
- Created under MetaCampus
- Presents interactive games in AR
- Unreal Engine

Links

Devblog
https://sites.google.com/view/tahatas/

LinkedIn
https://www.linkedin.com/in/tahatas/

Itch.io
https://negalitor.itch.io

Certifications
- Certified Unity Associate Game Developer
- Taken year-long courses each for both the A+ and Security+ exams (not certified)

Languages
- English (native)
- Turkish (native)