

Race Mahoney

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🌐 <https://github.com/RaceMahoney>

Education

Allegheny College

Bachelor of Science in Computer Science, Economics Minor

Meadville

2014–2018

Publications

Capture Replay for Quality Assurance Testing in Two-Dimensional Platform Games

(currently in development)

- Two-semester research thesis.
- Utilized capture replay and image differencing to detect game bugs.
- Researched the effectiveness of automated regression game testing.
- Created a 2D platformer game to test capture replay and image differencing tools against human QA testers.

Computer Skills

○ Languages

Java, C++, C#, Python

○ Programming Skills

Object-Oriented Design, Artificial Intelligence, Game Development, Distributed Systems

○ Software

Linux, Git, LaTeX, Unity Engine, Unreal Engine 4

Previous Employment

○ Allegheny College Computer Science Department

○ Teaching Assistant

- Worked with professors to design labs in low level Java classes.
- Assisted students with labs and Java projects.
- Graded lab reports and code.

Meadville

Jan 2017 - Current

○ Presque Isle State Park

○ Lake Erie Lifeguard/First Responder

- Certified First Responder.
- Trained in CPR and First Aid.
- Trained in beach front deep water rescue.

Erie

Jun 2015–Aug 2017

Game Development Skills

- Firm understanding of Unity, Unreal Engine and Unreal Blueprints.
- Experience with level design, 3rd and 1st person controllers, physics, lighting, basic animations, sound, UI, simple artificial intelligence.
- Object oriented programming.
- 3D and 2D environment experience.