

# Ramil C. Hinshaw

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## OBJECTIVE

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To obtain a computer science internship for Summer 2020

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## EDUCATION

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### Wichita State University

Fall 2017- Spring 2021

Wichita, KS

- Candidate for **Bachelor of Science Computer Science**
  - Minor: Mathematics
  - Overall GPA: 3.1/4.0, Major GPA: 3.2/4.0
  - Dean's Honor Roll: 2019 Fall
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## COMPUTER SKILLS

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### Languages

- Proficient in: C++ 11, C, C# .NET, Html5, CSS3
- Familiar with: Java, JavaScript, Lua, Python, MYSQL

### Software

- Git, SVN, Unity3D, CMake, Photoshop, Vim, tmux, SSH, VMware, Microsoft Office Suite
  - Platforms: Microsoft Windows XP/Vista/7/8/10, Linux Ubuntu, Proxmox
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## PROJECTS

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**Personal Website:** [www.RamilHinshaw.com](http://www.RamilHinshaw.com) (for additional information and projects)

**Lotus Game Engine** (<https://github.com/RamilHinshaw/LotusEngine>)

Mar 2019 - Present

- 2D & 3D Game Engine programmed in C++11 with embedded Lua 5.1 powered by OpenGL 4.2.
- Cross-platform engine targeting, Windows, Linux, and Raspberry Pi devices.
- Utilized git for source control and CMake to generate project files.

**Shocker Gaming Website** (<https://ShockerGaming.net>)

May 2018 – Aug 2018

Wichita State University Shocker Gaming Club

- Designed and deployed the Shocker Gaming Website with Html5 & CSS3 with Jekyll.
- Utilized technologies such as flexbox, & CSS-Grids to minimize on dependencies.

**Lionfish App – Front-end**

May 2017 – Aug 2017

Team Nautilus

- Worked as a team of 5 to create a mobile app that brings awareness to the endangered lionfish.
- Utilized JavaScript alongside React Native to work on front-end while integrating Google Maps using their REST API.

**HomeLab Server - Dell R710**

Mar 2017 – Dec 2017

- Deployed server virtual management software on an enterprise hardware for media server use.
  - Setup and maintaining a ZFS filesystem with Raid-6 enabled.
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## ACTIVITIES, LEADERSHIP & ACCOMPLISHMENTS

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Awarded 3rd place in the Summer ICT Game Jam 2019

July 2019

IT Executive position at Shocker Gaming Club Organization

Sep 2019 – Current

Experienced student team leader on various game design projects