

# Seth Tal

## Aspiring Software Engineer

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## Objective

Contributing to industry innovation, position in game focused engineering projects, granted opportunity to grow and develop skills as a programmer and individual.

## Education

### Bachelor of Science in Computer and Information Science

University of Oregon, Eugene, OR Summer 2021

- Experience leading small teams to meet deadlines through excellent communication skills.
- Mentored students outside of class hours on various programming related assignments.

## Hobby Projects

~ More Available on GitHub

**Course: Introduction to Game Programming**, University of Oregon, Eugene, OR  
*Software Development Team Lead / Apr 2020 – Jun 2020 / C#, Unity, Git*

Term long project leading team of 3 students to design and develop a 3D, third-person, action RPG in Unity utilizing Agile methods. *Project is open source.*

- Coordinated through Kanban-style workflow utilizing Trello.
- Refined understanding of Unity's core systems
- Fostered experience of games creation and delivery.

**Course: Software and Network Security**, University of Oregon, Eugene, OR  
*Software Engineer / Jan 2021 – present / C#, .NET 4.7+, Git*

Term long project developing dark web crawler to scrape data from the Tor network for analysis using open-source libraries in C#. *Project is open source.*

- Authored software architecture to function asynchronously to scale application effectively.
- Improved ability to rapidly acquire new software skills and to work with new technologies.
- Bolstered understanding of OOP, analysis, and design.

**Game Jam Participant**, Mix and Game Jam, Online/Remote

*Solo Game Developer / Nov 2020 / C#, Unity, Git*

Developed 2D top-down shooter, with card-like item mechanics, in Unity in 48 hours.

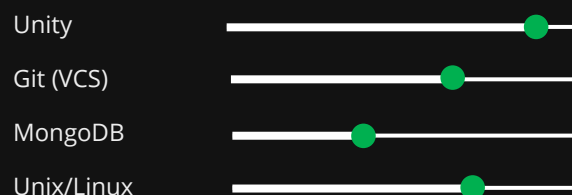
Jam theme "Mixing Genres". *Project is open source.*

- Utilized Scriptable Objects to produce scalable gameplay systems for rapid development.
- Streamlined core mechanics in order to meet project goals in a timely manner.
- Advanced understanding of C# scripting in Unity.

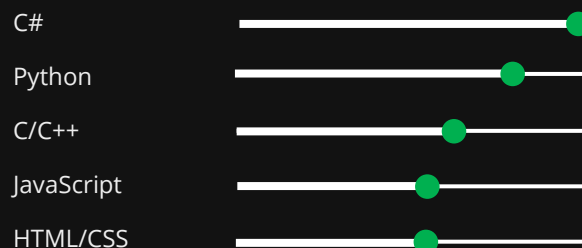
## Skills

~ Relative Proficiency

### Tools



### Programming Languages



### Frameworks



## Interests

Pokémon (TCG ~ Collecting and Playing)  
Magic the Gathering (TCG ~ Collecting)

### Favorite games:

Monster Hunter World, Minecraft, Slay the Spire, Risk of Rain II, XCOM 2, Horizon Zero Dawn, Middle Earth: Shadow of War, Duelyst