Seth Tal

Objective

Develop and maintain fun and engaging systems built to be intuitive and engaging while honing my skills as a programmer. As a student I have spent the past three years studying programming languages, data structures, and algorithm design. In my spare time I work on various personal projects related to web and game development.

Education

Bachelor's degree ~ University of Oregon

- Computer and Information Science, **GPA: 3.1**
- Expected graduation: **June 2021**
- Experience leading small teams to meet deadlines for projects
- Mentored people outside of class hours on various programming related assignments

Notable Courses Completed ~ 09/2017 to Present

- C/C++ and Unix
- Intermediate Algorithms
- Intermediate Data Structures
- Computer Organization

Academic Work

Project Manager ~ 04/2020 to Present

3D Action RPG – Eugene, OR

Currently leading a team of 3 to develop a top-down Action RPG in the Unity game engine. Project source control through git using GitHub as a hosting platform.

- Written in C#, visual assets in *Blender*
- Scheduled time for group work to complete project deadlines
- Organized gameplay systems to work proficiently together

Personal Work

Game Jam Participant ~ 04/2020

Ludum Dare 46 – Online

Developed a small 2D game project in "The Jam" category which lasted 72 hours. I worked solo to design, develop, and manage the project.

- Built in Unity, programed in C#
- Designed visual assets in *Aseprite* for rapid development
- Focused on designing game systems to be simple and scalable

Professional Work

Restaurant Team Member ~ 06/2017 to 09/2017

Chipotle – Los Gatos, CA

Collaborated with multiple individuals preparing food, cleaning and maintaining the facility, and assisting customers.

- Provided customers with excellent service and quick transactions
- First-rate customer service through friendly and enthusiastic attitude

*Favorite Games (**all time**)*: **Monster Hunter World**, Counter Strike: Global Offensive, **Super Smash Bros. Ultimate**, XCOM 2, **Minecraft**, Castle Crashers, **Terraria**, Stardew Valley, Divinity Original Sin II, Rimworld

Personal Info

Address

750 East 14th Ave, 17A

Eugene, OR, 97401

E-Mail

Seth.tal255@gmail.com

Phone

(408) 688-1255

Links

GitHub ~ Sephta

https://github.com/Sephta

LinkedIn ~ Seth Tal

https://www.linkedin.com/in/seth-tal-98883a18b/

Portfolio website:

https://sephta.github.io/