Seth Tal

Aspiring Software Engineer

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Details

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Objective

Contributing to industry innovation, push the limits of my ability to solve complex programming problems in a team of talented individuals, granted opportunity to expand my skillset as a software developer.

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

Experience   ~ More Available on GitHub

2021

Course: Computer Graphics, University of Oregon, Eugene, OR

Graphics Engineer | Mar 2021 – Jun 2021 | C++, Git, Linux (Ubuntu WSL for CMake with VTK)

A software-based computer graphics system that renders imagery via rasterization, including phong shading, hidden surface remove, and arbitrary camera positions.

- Adapted to strict project deadlines by modularizing my codebase which helped identify and debug complex problems.
- Improved ability to rapidly acquire new software skills and to learn new technologies.
- Exercised thoughtful adhearence to project specifications and programming standards.

Course: Software Methodology, University of Oregon, Eugene, OR

Lead Developer | Jan 2021 - present | ReactJS, CSS3, HTML5, MongoDB, Git

Developed a message board / forum together with 4 individuals as a platform for classroom instructors and students to post questions, provide answers, connect, and communicate. Project utilizes popular web technologies, and is open source.

- Coordinated team members in an agile environment to meet strict deadlines.
- Developed in moderately sized codebase using Git as a VCS.
- Authored frontend components and produced modular and scalable UI.

Course: Software and Network Security, University of Oregon, Eugene, OR

Software Engineer | Jan 2021 – March 2021 | C#, .NET, 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.

- Bolstered understanding of OOP, analysis, and design.
- Improved ability to rapidly acquire new software skills and to learn new technologies.
- Authored software architecture to function asynchronously to scale the project for future development.

2020

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

Solo Game Developer | Nov 2020 | C#, Unity, Git, Trello

In my spare time I frequently take place in game jams to challenge my programming capabilites. For this jam, I developed a 2D top-down shooter, with card-like item mechanics, inside Unity within 48 hours. Jam theme "Mixing Genres". Project is open source.

- Abstracted game systems to fit easily scalable and itterable code base in order to speed up development time.
- Organized project plan utilizing Agile methods with the help of Trello to further increase pace of development.
- Maintained codebase through GitHub using Git as a version control solution.

Skills

Languages

C / C++

C#

JavaScript / HTML5 / CSS3

Python

Tools / Frameworks / Libraries

ReactJS

MongoDB

Unix / Linux

Git / GitHub

Jira / Bitbucket / Trello

Unity