

Tony Oganda

817-204-9340 | tonyoganda9@gmail.com | linkedin.com/in/tony | github.com/TonyAGI

Education

The University of Texas at Dallas

Bachelor of Science in Computer Science

Richardson, TX

Aug. 2024 – May 2027

Relevant Coursework

- Intro to Software Engineering
- Control Structures and Data Types
- Discrete Mathematics
- Programming Fundamentals
- Algorithmic Analysis

Projects

Ray Tracing Engine | *C, C++, Computer Graphics*

Jan 2025 – Feb 2025

- Implemented a physically-based ray tracer with multiple material types (Lambertian diffuse, metal with variable roughness, and dielectric/glass)
- Engineered a camera system with depth of field, adjustable aperture, and perspective control
- Created procedural scene generation with hundreds of randomly placed objects and optimized ray-object intersection calculations for enhanced performance

Space Invaders | *C, C++, raylib*

Sept 2024 – Oct 2024

- Developed a 2D Space Invaders game in (C++, raylib library), incorporating smooth gameplay mechanics and intuitive user controls.
- Implemented key game features such as enemy spawning, collision detection, player movement, and high score tracking, enhancing player experience and engagement.
- Incorporated game assets, sound effects, music, and graphics, to create a retro arcade-inspired atmosphere.

Personal Website | *HTML, CSS, JavaScript*

Sept 2024 – Oct 2024

- Designed and developed a fully responsive, personal portfolio website to showcase my professional projects and provide streamlined access to contact information.
- Leveraged over 500 lines of code (HTML, CSS, JavaScript) to build an interactive interface that integrates dynamic link processing, ensuring seamless navigation to personal projects, email contacts, and other relevant resources.
- Implemented clean, structured code to enhance the user experience, focusing on accessibility and performance optimization.

Technical Skills

Languages: Python, Java, JavaScript, Typescript, C, C++, HTML/CSS, JavaScript, SQL, C-Sharp

Developer Tools: VS Code, Git, Eclipse, CLion, IntelliJ, Hugging Face

Technologies/Frameworks: Linux, GitHub, React, Ollama, Node.js, Flask, Amazon Web Services, API