

Vancouver 6T

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EDUCATION

Expected Bachelors of Science in Computer Science and Engineering
AUG 2017 Minor in Mathematics
The Ohio State University, Columbus, OH, USA
CUM GPA: 3/4

EXPERIENCE

DEC 2016 Tenks
NOV 2016 A tank game made with Unity 5.1

- › Programmed AI opponent tanks, instructed to find and destroy players.
- › Created the environment scenery using an algorithm.
- › Implemented collision detection using ray tracing.
- › Designed all of the tanks, and scenery using 3D modeling software.

JAN 2017 Bouncing Ball Animation
DEC 2016 An animation made with Blender

- › Generated an animation using Cycles Renderer.
- › Utilized the Lattice Transform to deform the ball.
- › Leveraged the use of multiple shaders.
- › Masterminded a detailed preliminary plan, that was followed to make the final result.

JUL 2016 Ultra Morio
MAY 2016 Clone of the platformer game Super Mario Bros

- › Produced the Audio and Graphics.
- › Streamlined the states available to Mario.
- › Designed all animations and interactions.
- › Collaborated with 3 team members to implement Agile .

MAY 2016 SunnyOS
MAR 2016 Operating System

- › Implemented Round Robin scheduling that can run 5 executables simultaneously.
- › Coded commands like `ps` and `date`.
- › Understand how Linux files are organized, and represented on hard disks.
- › Constructed the `init` using C and x86 assembly.

COMPUTER SKILLS & LANGUAGES

C#, C++, C, Java 8, Python 3, ~~TEX~~TEX, R, MATLAB, SQLite, HTML, CSS, JAVASCRIPT, MARKDOWN
Unity 5.5, MonoGame, Visual Studio, Xamarin, GCC, C++, Android Studio, Jekyll, GIT, Mercurial(HG)
Blender 2.78a with Cycles and Renderman Renderers
Autodesk Maya 2017 with Arnold and Renderman Renderers

I am happy to supply references on request