Vancouver 6T

Personal Data

Locale:	Columbus, OH, USA
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Education

May 2017
Bachelors of Science in Computer Science and Engineering
The Ohio State University, Columbus, OH, USA
CUM GPA: 2.9/4

Experience

Dec 2016
Nov 2016
Tanks
A tank game

Implemented AI opponent tanks, instructed to find and destroy players.
Created the environment scenery using a Markov chain algorithm.
Designed all of the tanks, and scenery using 3D modelling software.

Jul 2016
May 2016
Ultra Morio
Clone of the platformer game Super Mario Bros

Produced the Audio and Graphics of the game.
Streamlined the states available to Mario.
Designed all animations and interactions.

May 2016
Mar 2016
SunnyOS
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.

Computer Skills & Languages

C#, C++, C, Java 8, Python 3, LaTeX, SQLite, html, css, javascript, markdown
Unity 5.1, MonoGame, Visual Studio 2015, GCC 4.2, Android Studio, Jekyll, git, Mercurial(hg)
Blender 2.78a with Cycles and Renderman Renderers
Autodesk Maya 2017 with Arnold and Renderman Renderers

References

[TO BE DETERMINED]