Vancouver 6T

PERSONAL DATA

LOCALE: Columbus, OH, USA PHONE: 614 966 6487

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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 Tenks

Nov 2016 A tank game made with Unity 5.1

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 Ultra Morio

MAY 2016 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 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.

COMPUTER SKILLS & LANGUAGES

C#, C++, C, Java 8, Python 3, LTEX, 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]