

Thaddeus Muchnok

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[Website](#) - [LinkedIn](#) - [GitHub](#)



Education	University of Florida B.S. Computer Science Cumulative GPA: 3.4/4.0 Relevant Coursework: Current: Programming Language Concepts Previous: Data Structures & Algorithms, Operating Systems, Software Engineering, Comp. Organization, Programming Fundamentals 1&2, Linear Algebra	Expected graduation Spring 2023 Gainesville, Florida
Experience	Backend Developer Intern (<i>January 2022 – Present</i>) <i>Berni & Murcer-Friends for Life</i> <ul style="list-style-type: none">Developed fundamental systems and features of the project, using C#, alongside a team of over 10 membersPlanned-out over 50 goals and tasks for the team to reach before the project's launchApplied Version Control, Communication, and Agile techniques to boost collaboration Freelance Unity Developer (<i>July 2019 – February 2022</i>) <ul style="list-style-type: none">Achieved awards from two Game Jam CompetitionsUtilizes Object-Oriented Programming (C#) and Agile/Scrum practices to boost efficiency of development, scalability, and collaboration with othersAdopted Android's API to publish to that platform	
Projects	WAD File System  <ul style="list-style-type: none">Implemented a Linux program, extracting data from a WAD file, organizing it into directories and filesApplied C++ to mount the new directory to the system file explorer, providing users with read-access to the files from the WAD data Personal Website  <ul style="list-style-type: none">Designed a website, showing off education, experience, and projectsBuilt by scratch using HTML and CSS	
Technical Skills	C#, Java, C++, C, HTML + CSS, Python, SQL, ReactJS, NodeJS Linux Command Line, Linux, Android, Windows, Data Structures + Algorithms, Unity, Unreal Engine, Git, Blender, Animation, Agile/Scrum Project Management	
Certifications	<ul style="list-style-type: none">Microsoft Office Specialist: Master on Microsoft Office 2013Unity Certified User: ProgrammerIntroduction to Programming Using HTML & CSS	
Leadership & Organizations	<ul style="list-style-type: none">Utilized Agile/Scrum techniques, leading groups as project managerMember of Software-Developers, Open-Source, Game-Developers, Board-Games, and Environmental Clubs at University of Florida	
Achievements	<ul style="list-style-type: none">Published "Jet Journey" to Google Play in 2020 "Innovative Gameplay" Award for Gator Game Jam 2021	
Interests & Hobbies	Art, Animation, Dogs, Games, Game Development, Astronomy, Exercising	