

AREEJ CLUNTUN

SUMMARY

Programmer successful at working in teams, driving progress towards project milestones, quality assurance and on-time delivery. Offers four team projects in application development using Java, C#, C++ and C.



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EDUCATION

Bachelor of Computer Science
2016 - Current (exp. December 2018)
Eastern Washington University (EWU)
Cheney, WA - GPA 3.61

- Minor in 3D Animation.
- Minor in Game Development.
- Minor in Web Development.
- Recipient of National Society of Collegiate Scholars at EWU Scholarship.
- Recipient of Saudi Arabian Cultural Mission Scholarship.
- Recipient of Computer Science Department Dean's List Scholarship since Winter 2016.

Bachelor of Science: Pre-Engineering
2013 - 2016

University of Washington (UW)
Seattle, WA

- Recipient of National Society of Collegiate Scholars at the University of Washington Scholarship

SKILLS

Computer Science:

- Coding:
Java, C#, C, HTML, CSS
- Technologies/Environment:
Windows, MySQL, OpenCV, ASP.NET, Eclipse, Unity, Visual Studio

Animation and Design:

- 3Ds MAX, Adobe Photoshop, Adobe Illustrator, Adobe InDesign

EXPERIENCE

Developer - Man in the Mountain (MitM)

Eastern Washington University 01/2018 to 06/2018

- Worked in a four-member team project.
- Developed MitM for Microsoft 2018 Puget Sound Technology Education And Literacy in Schools (TEALS) Fair.
- Designed an interactive program via Unity that dynamically generates a 3D terrain representation of a live webcam feed.
- Implemented Face Tracking via OpenCV
- Used C++ OpenCV, and C# in Unity.
- Represented EWU with teammates at Microsoft TEALS conference which 2000+ high schoolers attended

Developer - Software Engineering

Eastern Washington University 04/2017 to 06/2017

- Worked in a three-member team project.
- Developed a control system for a spaceship simulation in Java.
- Implemented and tested code.

Developer - Computer Networks

Eastern Washington University 01/2017 to 03/2017

- Worked in a four-member team project.
- Created server and client multi-chatroom program in C; enforced receiving and sending protocol, implemented chatroom features.
- Enforced strict protocol in order to connect with other groups' client and server.
- Developed Server-Client chatroom in C.