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| SkillsLanguages Java • C++ Haskell • Ruby C# • Python TechnologiesLibraries Libgdx • SDL Rails Databases Postgresql • Sqlite Tools Git • Vim Operating Systems Windows • Android Linux (CentOS, Arch, Ubuntu, NixOS) EducationShoreline CC  1. A.A in Computer Science  March 2016 | Shoreline, WA | ProjectsPoke-a-dot | gamewww.github.com/andgate/pokeadot  * Designed and built a dot-poking game challenging player reaction-time * Developed with LibGDX in Java for Android and PC * Marketed free and paid version on Google Play * Implemented a polished user-interface  Ikou | Gamewww.github.com/andgate/ikou  * Challenges players to solve an endless barrage of mazes * Developed with LibGDX in Java for Android and PC * Marketed free and paid version on Google Play * Implemented random maze generation using the Recursive Backtracer Algorithm * Developed a custom maze mesh generator that works similar to a voxel engine * Invented a minimalistic control scheme and user-interface * Currently developing a second version in my spare time which will have a competitive online multiplayer experience  GabeCode | Blogfoliowww.gabecode.tech  * Developed a personal website and single-user * Implemented with Ruby-On-Rails and deployed via Heroku * Employed MarkDown formatting to render blog posts  Hawk | programming languagewww.github.com/andgate/hawk  * Designed and implemented an experimental, low-level, programming language * Wrote two different proto-type compilers with C++ and Haskell respectively * Developed an abstract syntax tree with C++ * Implemented parsing with Bison+Flex in C++ * Created a code generator that outputs to LLVM IR code using the LLVM C++ library * Wrote a detailed guide to document usage of language * Actively researching and developing features for the compiler such as type-inference, type-checking, and error reporting |