

# ANTHONY MESA

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## ENTRY LEVEL SOFTWARE DEVELOPER – COMP-SCI MAJOR – MARINE CORPS VETERAN

Seeking an internship or part-time position in a career-field centered around software development, ideally as a member of an already existing development team, with the hopes of learning and improving upon current industry-standard development practices.

### EDUCATION

**University of North Carolina Greensboro:** (2019 - Graduate in 2022)

- Computer Science Major
- 8.73 GPA, Chancellor's List

### SKILLS

#### Languages I have experience with

C++, Java, javascript, python, C#, Assembly, Processing

#### Tools I have experience with

OpenGL, Unity, CMake, VSCode, Node.js, Nginx, PHP, Postgresql, Git, Google Cloud Engine, Blender, HTML/CSS, La-Tex

### PROJECTS

#### Muser (2019 - under development)

Software written in C++ using OpenGL and SFML that allows users to convert sculpted 3D .obj format meshes into sound that can then be played back or saved.

Leveraged Knowledge: Pointers, memory allocation, algorithm design, recursion, memoization, tabulation, low level 3D graphics, CMake, command line compiling, and Git

#### Z-Mesh Algorithm

Data interpolation algorithm prototyped in Processing designed to encode 3D topology into a 2 dimensional array and then 'fill in the holes'

#### MinecraftPanelBridge (2020 - under development)

Node.js powered Discord bot that allows users to send Minecraft server commands directly to their live server instances through their server panel

Leveraged Knowledge: Node.js modules, callbacks, asynchronous functions, Nginx setup, serving PHP, PostgreSQL database management and integration with Node and PHP

### WORK HISTORY

**Visual Graphics Intern** *The Holt Group / Skyline Holt Exhibits and Events: High Point, NC, (2020 - present)*

- Researched and developed a custom HTML5 Unity environment walkthrough product for clients using both C# and JavaScript
- Created scripts to interact with Sketchfab API for templated placement onto client web pages
- Created scripts and logic for Verge3D implementation for the development of 3D interactive environments for clients

**Senior Student Lab Manager / Lab Manager** *UNCG, Information Technology Services: Greensboro, NC, 2018 – 2020*

- Assisted users with technological tasks related to UNCG lab computer systems.

**Public Affairs Representative** : *United States Marine Corps: Japan – NC, 2013 – 2017*

- Achieved rank of E5 – Sergeant.
- Separated with Honorable Discharge.
- Received (1) Joint Service Achievement Medal for exemplary leadership and proficiency in occupational specialty