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Adam Tremarche

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I recently graduated college with a BS in Computer Science and am eagerly looking to enter the world of Software Development. I am a good problem solver, a willing team player, and a curious learner hoping to put my skills to use on your next project.

▪ Education:

San Francisco State University   GPA = 3.74   2015 - 2019

Major: Computer Science   (major GPA = 3.70)
Minor: Humanities   (minor GPA = 3.95)
Programming Coursework: Data Structures, Discrete Math, Machine Structures, Programming Methodology, Software Development, Operating System Principles, Analysis of Algorithms I, Programming Languages, Software Engineering, Computer Organization, Interactive Multimedia App Development, Human-Computer Interaction, Internet App Design & Development

▪ Selected Projects:

for more of my projects check out my GitHub

G4 Chess   https://github.com/atremarc/csc667_G4Chess

A MERN stack based web app where users can play real-time chess matches against each other. I developed this as a part of team, which I lead, for my Internet App Design & Development class this Summer. In this project I worked on both front-end and back-end development as well as managing the server.

Tank Game   https://github.com/atremarc/csc413_Tank_Game

A Java based 2 player competitive tank game I developed as part of my Software Engineering class taken in the Fall of 2018. This game features real-time action, multiple cameras, a mini-map, powerups, and destructible terrain. It also showcases my ability to design objects and classes which adhere to the principles of Abstraction, Encapsulation, and Modularity.

Brynhildr   https://github.com/atremarc/Brynhildr

A single player, retro style 2D platformer. I designed this game for fun, using the game making platform Construct 2, around the same time I started school in 2015. At the time, I was focusing my attention on game development as well as sprite art and animation. Some cool features: an animated title screen, rain and lightning effects, hidden collectibles, six different enemy designs, and two different terrain tile sets.

▪ Skills:

I am proficient in the following languages, tools, and design strategies:
Java, C/C++, HTML, CSS, Javascript, Bootstrap, Figma, Swift, React, Gatsby, node.js, Express, MongoDB, RESTful API, Cloud hosting (AWS), Git, User-Centric Design Strategies, Construct 2, Unity

▪ Employment:

Greetings   2015 – 2019

4152 Piedmont Ave. Oakland, CA 94611   (510) 547 - 2555
Retail: key-holder, POS, receiving, store upkeep, customer assistance, bank deposits, basic IT