Brian Barbosky

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EDUCATION

The Ohio State University

Columbus, OH

Bachelor of Science in Computer Science; GPA: 3.7

Aug 2024 - Present

Relevant Coursework: Software Components (Java), Linear Algebra, Engineering Statistics

Columbus State Community College

Columbus, OH

College Credit Plus Program; GPA: 4.0

2023 - 2024

Calculus II & III Courses

Upper Arlington

2020 - 2024

GPA: 4.0 / ACT: 34

High School

Advanced Placement Calculus, English, & History

SKILLS

Languages: C#, Java, Python(Beginner)

Tools: Visual Studio, Eclipse, Git, Unity, Blender

Projects

3D Open World Fantasy RPG Video Game | C#, Unity

2024-Present

Designed hundreds of AI character variations, thousands of interactive objects, hundreds of modular terrain node presets

Implemented progressive RPG mechanics, complex magic system with diverse effects, memory efficient disk streaming system for player-placed objects

Full analysis of congressional redistricting with 1000+ speculative maps

2020-Present

Positioned district lines for various population metrics across all fifty states

Analyzed district data for demographic, turnout, and partisian metrics across different elections

3D Open World Survival Video Game with map of United States | C#, Unity

2021-2023

Designed wildlife system with hundreds of animals, transportation system for land and water, 100s of terrain nodules simulating entire continental US

Implemented interactive features for survival mechanics, resource gathering system, equipment system with animations

EXPERIENCE

Part-Time

Model United Nations

Georgetown University

North American Invitational

2024

Selected to sponsor resolution at internationally recognized conference

Technical Support

Local Real Estate Company

Configured postal see

Video & Audio Editing

2023

Configured rental property pages on Zillow and Apartments.com.

Performed various technical support activities

Product Instructional Video

Payments Company

2020

Created video instructing client use of ecommerce tool

Interests

Geographical analysis of political trends

Interactive systems design and 3D modelling related to game development

Plugin editing and cleaning for game modification

Data Analysis