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

Upper Arlington, OH

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

High School

GPA: 4.0 / ACT: 34

2020 - 2024

Advanced Placement Calculus, English, and 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, hundreds of terrain nodules simulating entire continental US

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

EXPERIENCE

Model United Nations

Georgetown University

North American Invitational

2024

Selected to sponsor resolution at internationally recognized conference

Technical Support Part-Time

Local Real Estate Company

Configured rental property pages on Zillow and Apartments.com.

Performed various technical support activities

Product Instructional Video

Payments Company

Video & Audio Editing

200

Created video instructing client use of ecommerce tool

2020

2023

Interests

Geographical analysis of political trends

Interactive systems design and 3D modeling related to game development

Plugin editing and cleaning for game modification

Data Analysis

Agentic development using local LLMs and RAG