**Matthew S Beazley**

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**EDUCATION**

**Bachelor of Science in Computer Science**, expected May 2017 Clemson University

Selective Courses: Virtual Reality Systems, Database Management System

**COMPUTER SKILLS**

*Software*: Microsoft Office (Word, Excel, PowerPoint), Adobe Creative Cloud, Unity3D

*Hardware*: Linux, IBM-PC, Leap Motion, Oculus Rift

*Programming Languages*: C, C++, C#, Java, Prolog, OCaml

**SOFTWARE DEVELOPMENT EXPERIENCE**

Virtual Reality Test Anxiety Program -

Assisted in the development of a virtual test-taking simulation designed to simulate a classroom testing environment for possible graded exposure therapy applications.

2D Video Game Application –

Designed small 2D video game utilizing SDL C++ library and object-oriented programming techniques

Music-Player Application -

Designed and implemented software architecture in the creation of a personalized music player application, as well as necessary documentation, with a small team of peers.