Deric Siglin

(864) 477-8719   dericsiglin@gmail.com   github.com/boneyboi

https://boneyboi.github.io

EDUCATION

Furman University   Greenville, SC
B.S in Computer Science   **Aug 2017 – Dec 2021**
   First place in the South Carolina State FBLA Cyber Security competition (2017)
   Desk Associate for Student Center Information (Aug 2019 – March 2020)

Wade Hampton Highschool   **Aug 2014 - June 2017**
   Web Design

HIGHLIGHTED SKILLS and RELEVANT COURSEWORK

Coding Languages most comfortable with: java, python, C#, javascript
used before: C++, apex (salesforce), html, css
Relevant Coursework: Data Structures, Computational Theory, Operating Systems, GitHub
Cyber Security Skills: Software Encryption, Hardware Protection

PROJECTS

Personal Project: VFX for Games   **Since July 2020**
- Goal - create practical and stunning VFX mods for VR games
- Code VFX using a variety of tools in Unity including VFX graph, C#, HLSL, and Shader Graph.

Furman University Computer Science Department
Research Project: A.I. Magic: the Gathering   **May - August 2020**
- Successfully implemented an A.I. to play Magic: the Gathering.
- Created requirements and managed our own deadlines.
- Collaborated with a team of 3 people and a mentor on GitHub and coded in Java.

Research Project: Speedrun Planner Component   **May - August 2019**
- Designed a rich text editor as a component for LiveSplit using C#.
- Created and set deadlines for the project.
- Learned how to use Visual Studio to develop the application.
- Worked under the guidance of a mentor.
- Successfully implemented the fully functional rich text editor on time.

FBLA Cyber Security Competition   **2017**
first place in the South Carolina State FBLA Cyber Security competition by completing questions about hardware security, encryption, and malware protection.

Video Game Prototype   **2021**
6 week timeframe
Goal - create a prototype of a game
Languages - C#
I worked with a team on this project as a director. My role in this project was to manage and set goals to create a prototype by the end of the timeframe. My team and I created a rhythm based fighting game using C# in the Unity game engine. I helped two team members design and code the systems for fighting, control, collision, and the rhythm based system for input. At the end we presented our 1 GB prototype to the class.

Humanities Project 2019

4 week timeframe
Goal - character validation of an online book
Languages - Scala

The goal of this project was to create a script using scala to go over a body of text and do something with it. For this project I choose to do a character validation of Nietzsche's *beyond good and evil*. This project was done over a 4 week period while we learned about scala scripting techniques and github skills. In the end I presented the product of the character validation, which identified all unique characters and removed any non-standard characters found in the text provided.