Cameron West

Game Developer & Software Engineer

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SUMMARY

Self-motivated computer science student and software engineering intern. Passionate about game development, with specific interests in rendering and engine technology. Expert in Java, C++, C# and experienced in Unity. Experienced in developing games and creating 3D rendering engines. Seeking a professional game development career.

SKILLS

C	C#	C++	git
HTML/CSS	Java	JavaScript	OpenGL
Python	Unity	Visual Studio	WebGL

EXPERIENCE

Aveva Software, Lake Forest
— *Software Engineering Intern*

June 2022 – PRESENT

- Developed a web-based graphic editing app using Blazor and Web Assembly
- Prototyped a new client-server model with a 13x performance improvement
- Created debugging tools to assist other members of the team
- Diagnosed and fixed path traversal vulnerabilities
- Assisted with development of testing tools to simulate 1000+ concurrent users
- Collaborated with team members using git and Azure DevOps
- Followed the Scrum framework and the Agile development methodology

University of California, Santa Cruz
— *Research Assistant*

March 2022 – June 2022

- Generated 3D models of human faces from photos and videos
- Experimented with different methods of photogrammetry
- Constructed 3D objects from point arrays
- Developed Android app to generate dense point arrays
- Created Python scripts to parse data

EDUCATION

University of California, Santa Cruz
— *B.S. Computer Science: Game Design*

September 2020 – June 2023

- 3.92 Cumulative GPA, Dean's Honors recipient every quarter
- Educated on 3D rendering with OpenGL
- Gained broad experience with various game engines and frameworks
- Developed a custom 3D game engine with lighting, shadows, and particles
- Designed video games in Unity for senior year projects

Foothill High School

September 2016 – June 2020

- 4.44 Cumulative GPA
- Computer Science Student of the Year
- Principal's Award Recipient

PROJECTS

Ray Tracer
— *3D Graphics Renderer*

- Created in C# without 3rd-party libraries
- Implemented a custom linear algebra library
- Verified functions with thorough unit tests
- https://github.com/camonater62/RayTracer

Celestial Combat
— *Pixel Art Shoot 'Em Up*

- Created with JavaScript and Phaser 3
- Programmer for team of 3
- Version management with git and GitHub
- https://github.com/camonater62/EndlessRunner

Thimble Knight
— *2.5D Platformer*

- Created using the Unity game engine
- Programming lead for team of 7
- Collaboration using git and GitHub
- https://github.com/camonater62/ThimbleKnight

Typings
— *TUI Typing Test*

- Developed in C++ using the termbox library
- Made easily customizable through simple configuration files
- https://github.com/camonater62/typings

Night Drive
— *Retrowave Graphics Demo*

- Created with JavaScript and WebGL via the THREE.js library
- Custom vertex and fragment GLSL shaders
- Generated terrain with Perlin noise
- https://github.com/camonater62/NIGHTDRIVE

Shark Home
— *Customizable Home Page*

- Won First Place at SharkHacks3
- Worked in a team of 4
- Promoted user customization
- Further developed into the Atlas extension
- https://github.com/braydenwerner/Atlas