# Summary

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| Software Engineer with 3.5 years of video game programming experience including Graphics, Particle Systems, Built from scratch 3D editors and Behavior Trees. |

# Computer skills

## Languages

* C++ (3 years)
* C#
* Python

## Operating Systems

* Windows
* Linux

## API

* OpenGL 3 / 4.3
* ImGui / ImGuiZmo
* Assimp
* Bullet3
* GLFW, SDL
* Berkeley Sockets (Built for Windows and Linux)

## Tools

* CMake
* Doxygen
* Visual Studio
* Git (command line)

## Soft Skills

* Working on a team
* Pair Programming
* Always mentoring and open to new ideas

# Education

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## Bachelor of Science in Computer Science in Real-Time Interactive Simulation – Redmond, WA 9/2016 – 4/2020

DigiPen Institute of Technology

* Basic Networking
* OpenGL Basic 3D Rendering, Reflection, Refraction, Render to Texture, and Deferred Shading.
* AI pathing and problem solving

# Academic Projects

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| Engine Programmer | 1/2018– 4/2018 |

**Gun Garden** – 2D Action Bullet Hell

* Developed and maintained Customizable Particle System
* Created Menus and Tutorial level

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| 3D Editor Programmer | 9/2018– 3/2019 |

**Project Abyss** – 3D First Person Light Mixing Puzzle Platformer

* Researched and integrated tools for custom 3D video game editor
* Set up graphics using OpenGL.
* Integrated Bullet3D for physics including Wireframe/Bounding Box debug drawing
* Added Translation, Rotation, and Scale Gizmos
* Ray Picking to move objects with mouse
* Integrated JSON for level and object serialization
* FMOD Studio setup
* Implemented scene viewing
* FPS Camera and Editor Mode Viewing
* Undo/Redo functionality (save state)

**Reformed Studios**  9/2019 – 12/2019

*3D Tech Demo*

* Implemented efficient, shared behavior tree system
* Created Behavior trees with said system