

Justin Chandler

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Education

Bachelor of Computer Science

Graduation: December 2019

Brigham Young University—Idaho

Rexburg, ID

• **GPA: 3.52**

• **Relevant Coursework:** C++ Procedural Programming/ Object-Oriented Programming, Data Structures, Web Engineering I.

Skills

• C++

• JAVA

• CSS

• C#

• JavaScript

• Verilog

• HTML 5

• XML

• Unity

Projects

Classic Atari PC Games

~50 hours

Brigham Young University— Idaho

- Developed classic Atari game in C++, including Moon Lander, Duck-Hunt, and Asteroids.
- Mastered Object-Oriented Programming through OpenGL Interface.

Asteroids on Unity

~35 hours

Personal Project

- Designed and Implemented an upgraded version of Asteroids to learn C#.
- Learned to work in Unity to elevate the functionality and reach of Asteroids game.

FPGA BASYS 3 Micro-Processor

~15 hours

Brigham Young University— Idaho

- Learned Verilog language with Vivado software to build micro-processor on Basys 3 FPGA board.
- Seamlessly integrated great software with hardware to understand their relationship.