

Tristan Cox

Software Developer



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<https://lunaranomaly.com>

Skills

| | |
|-----------|------------|
| C++ | MongoDB |
| VueJS | Javascript |
| NodeJS | AWS |
| NuxtJS | Java |
| VuetifyJS | Python |

Education

University of Texas at Dallas
Expected graduation 2023

Projects

Game Overlay

[View Code](#)

C++ / Win32 / DirectX

- Reverse engineered game binary to understand engine design and extend or remove features
- Implemented DirectX overlay to allow custom GUI elements to be rendered
- Created user-interface for game modification or “Developer” tools allowing the modification and viewing of game memory, extraction of weapon statistics into JSON format

GUI Design Dev Tool

[View Code](#) [Try it in browser](#)

VueJS / AWS / NodeJS

- Designed and implemented a graphical code generation tool to assist in the development of video game UIs. This tool makes GUI development 15x faster.
- Deployed and supported tool with AWS Amplify and AWS cloud services like S3, CloudFront, and Route 53

Art Commission Tracking App

[View Code](#)

Nativescript-Vue

- Developed an Android app that helps freelance artists track their work.