Dante Tam

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EDUCATION

University of California, Berkeley

- BA in Computer Science — Aug 2015 – Planned May 2018

RESEARCH EXPERIENCE

UC Berkeley, Computer Science

- Graphics Researcher — Jun 2016 – Present
  - Project: Study of Efficient Embedded OpenGL Multitextured Rendering
  - Research areas: Computer graphics, 3D modeling, computational geometry

PROJECTS

Opstrykon, San Francisco, California — Jun 2016 – Present

- Produce real-time HD graphics on embedded devices (phones) with OpenGL ES
- Interface between OpenGL API and game representation
- Render hundreds of textured, shaded shapes through efficient interleaved vertex buffers, multitexturing, and GLSL shaders
- Implement game features such as hex tiles, diplomacy between players, AI players, etc.

Civilization, San Francisco, California — Sep 2014 – Jun 2016

- Immersive 4X turn-based strategy game in 3D graphics
- Designed extensive game engine architecture in Java and OpenGL (25K lines/sloc)
- Randomized worlds, technology tree, AI competitors, turn-based play
- Created and generated 3D models rendered with GLSL shaders/OpenGL (LWJGL)

WORK EXPERIENCE

IndyBo, San Francisco, California

- Game Designer — May 2015 – Aug 2015
  - Helped create an intuitive visual programming language for use in modular robots as well as a virtual game written in Unity with C#
  - Design fun, educational games that leverage the visual programming environment
  - Introduce kids early to CS concepts and programming

East Mission Initiatives, San Francisco, California

- Lab Assistant — Jan 2015 – May 2015
  - Managed the Hacker Lab, for students to hack on their own projects, supported by MissionBit classes in Ruby/JS/HTML5
  - Provide technical expertise and help in projects in Java, JavaScript, Ruby
  - Encourage K-12 students to pursue computer science education as well as outside projects

Roblox, San Mateo, California

- Studio Intern — Jun 2013 – Aug 2013
  - Supported the platform, a 3D sandbox and programming environment aimed towards teenagers
  - Worked on ROBLOX Studio, a game development tool, and pushed 3D models to the website
  - Developed my own projects in the platform and learned the essentials of massive, intricate software development

COURSES

- CS61B (Data Structures), CS61C (Machine Structures)
- CS184 (Computer Graphics), CS188 (Artificial Intelligence)
- Math 53 (Multivariable Calculus), Math 54 (Linear Algebra), CS 70 (Discrete Math)

TECHNOLOGY SUMMARY

- Java (LWJGL, Android), Lua (ROBLOX platform), C++ (OpenGL), C# (Unity), Ruby (Ruby on Rails and Sinatra), Python, Git