

Dante Tam

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EDUCATION

University of California, Berkeley

- BA in Computer Science

Aug 2015 – May 2019

RESEARCH EXPERIENCE

UC Berkeley, Computer Science

- Graphics Researcher
 - Project: Intensive OpenGL ES 3D Multitextured OBJ Rendering
 - Research areas: Computer graphics, 3D modeling, computational geometry

Jun 2016 – Present

PROJECTS

Opstrykon, San Francisco, California

- Work directly with OpenGL ES to produce realtime HD graphics on embedded devices (phones)
- Massive software development, interface between OpenGL API and game representation
- Render hundreds of textured shapes with lighting through efficient interleaved vertex buffers, multitexturing, and GLSL shaders

Jun 2016 – Present

Civilization, San Francisco, California

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

Sep 2014 – Jun 2016

WORK EXPERIENCE

IndyBo, San Francisco, California

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

May 2015 – Aug 2015

East Mission Initiatives, San Francisco, California

- Lab Assistant
 - Managed the Hacker Lab, a place for high school 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 vital computer science education as well as outside projects

Jan 2015 – May 2015

Roblox, San Mateo, California

- Studio Intern
 - Supported the platform, a 3D sandbox with programming aimed towards
 - 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

Jun 2013 – Aug 2013

TECHNOLOGY SUMMARY

- Programming Languages: Java (also LWJGL), Lua (also with Roblox platform), Ruby (Ruby on Rails and Sinatra), C++ (OpenGL), C (Unity), Python
- Software: OpenGL, Android, Git, Unity
- Skills: Computer Graphics, Software Engineering

REFERENCES

▪ Tyson Daugherty

Senior Software Engineer
Product Focused Full Stack Developer
Founder of MissionBit/East Mission Initiatives
tyson@missionbit.com

▪ Keith Lucas

Chief Product Officer
ROBLOX Corporation
kvlucas@gmail.com