David-Tyler Ighedosa

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EDUCATION

Texas A&M University at College Station **Expected Graduation: June 2025**

Bachelor of Science - Computer Science, GPA: 3.849

TECHNICAL SKILLS

C++, Java, Python, C#, Unity, ARKit, HTML, CSS, Javascript

PROJECT EXPERIENCE

Ping Pong | *AR Foundation, ARKit, C#*

- Developed a ping pong based game app in Unity based on Unity's AR Foundation and framework for iOS along with ARKit, using C# to write scripts.
- Follows Player versus NPC logic for games with a scaling level of difficulty for the computer based on how many points the player scores.
- Implemented simple behavior for the non-player by tracking movement of the ball and its difficulty level is based on how fast it keeps up with the ball.

Tower Stacking | *AR Foundation, ARKit, C#*

- Developed a tower stacking game app in Unity based on Unity's AR Foundation and framework for iOS along with ARKit, using C# to write scripts.
- Uses generated surfaces based on surface recognition and touch sensors recognized from tapping on a phone's screen to spawn blocks.
- The blocks are also implemented with features applying physics to them as they can collide with one or fall off a surface.

Surface Recognition | *AR Foundation, ARKit, C#*

- Created a general surface recognition script in Unity based on Unity's AR Foundation and framework for iOS along with ARKit, using C# to write scripts.
- Takes use of the user's phone camera scanning general surroundings in response to where the camera is facing, lighting, and raycasts.

Snake Game | *Java*

- Developed a snake game, similar to the classic snake game on google with Java, following concepts from object-oriented programming.
- Used Java events like ActionListener for game logic to track the snake's movement and any user inputs on a keyboard as well as JFrame to display the game and the image imports.

Snake Game | *Python*

- Developed a snake game, similar to the Java one using Python instead.
- Created a user interface that allows the player to select the game to play using PySimpleGui and Pygame for the game logic and key inputs to move the snake.