

# Derek W. Gonyeo

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CONTACT INFORMATION	01506 Nathaniel Rochester Hall Rochester, NY 14623	(585) 678-1194 dgonyeo@csh.rit.edu
OBJECTIVE	Seeking a Summer 2013 co-op that will provide me with both interesting programming challenges and work experience.	
EDUCATION	<b>Rochester Institute of Technology</b> - Rochester, NY • B.S. Game Design and Development	September 2012 - Present GPA: 3.15/4.0
	<b>Fairport High School</b> - Fairport, NY • Advanced Regents Diploma	September 2009 - June 2012 GPA: 3.7/4.0
EXPERIENCE	<b>Interactive Games and Media at RIT</b> - Rochester, NY Lab Assistant Supervisor of the computer labs, my responsibilities include loaning out equipment and assisting students with assignments if possible.	September 2012 - Present <a href="http://igm.rit.edu/">http://igm.rit.edu/</a>
	<b>A2Z Family Storage</b> - Fairport, NY My responsibilities included processing outgoing mail, organizing files, cleaning storage units, and general lawnkeeper.	September 2008 - September 2012
PROGRAMMING LANGUAGES	<b>Fluent Languages</b> C#, Java <b>Familiar Languages</b> C, Javascript, Bash	
EXTRACURRICULAR CLUBS & ACTIVITIES	Boy Scout Troop 325 - Assistant Scoutmaster Eagle Flight - Junior Assistant Scoutmaster Venture Crew 325 - President Venture Crew 325 - Vice President US FIRST Robotics Team 578 - Electronics Subteam Computer Science House - Member	September 2005 - Present June 2008 - June 2011 June 2011 - June 2012 June 2011 - June 2012 September 2011 - June 2012 September 2012 - Present
HONORS & AWARDS	Eagle Scout with Three Palms Third Degree Black Belt in Taekwondo	June 2011 February 2011
PROJECTS	<b>Android Application: CSH News</b> In collaboration with Joseph Batchik I created an Android application using APIs built on top of NNTP by another member of the Computer Science House. The application provides a hugely improved experience over using WebNews in the browser on an Android phone. <b>XNA Game: FPSCubes</b> In August of 2012 the Computer Science House held a Gamejam. With some help from Mike Eaton, I created a first person shooter in XNA that used a third party physics engine. My game was declared the winner. <b>ODD</b> I am currently creating a one dimensional display: a row of RGB LEDs that are individually controllable by a computer. This is achieved by using a program written in C on a computer to communicate over USB with an Arduino which uses LED Drivers to control the LEDs.	