

# Adrian Cagaanan

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Major: Computer Engineering Computer Science

Github: <https://github.com/diboy2>

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## University of Southern California

Cumulative GPA 3.358

### WORK EXPERIENCE

#### Creaction Interactive

##### Student Intern

Summer 2012

- Learned Ruby, programming language, for RPG Maker VX Ace
- Learned the fundamental design and control aspects of RPG Maker VX Ace
- Wrote scripts for the team's RPG game

#### USC Admission Processing

October 2011-May 2012

- Entered student recruitment information into USC admission database

#### USC Credit Union

September 2012-Present

- ▲ Scanned customer information into USC Credit Union database

### SKILLS

#### Computer

- Microsoft Word, Powerpoint, Publisher, and Excel
- Ubuntu, Windows,, C++, C#, Qt, Gamemaker, Javascript, Ruby, Java, Microsoft XNA Game Studios, Tortoise SVN

### SCHOOL INVOLVEMENT/ EXTRACURRICULAR ACTIVITIES

#### USC Autonomous Underwater Vehicle Team

October 2011-

##### Present

- Team Manager (Non-Technical)
- Plans Design Reviews, Orders, Funding Proposals, Website, Logos, and Sponsorship Packets
- Coordinates a team to accomplish these tasks

#### Factory Team Project

November 2012 – December

##### 2012

- Participated in a team to create factory simulation
- Used Java swing package to build the GUI for the factory
- Used Server/Client Principles to coordinate tasks
- In charge of graphics simulation of the kit robot
- Learned Github (repository: team09)

#### Miscellaneous

- Made 3-D Asteriods (Lighting, Sound, Queue Usage for Frames, Quaternions, Transform Matrix)
- Created 3-D Pirate Ship Game (Camera Concepts, Vector Math, State Machine Design, A\*, Collisions)
- Made Frogger, and an RTS game using Gamemaker(program that uses script)
- Made zombie game for CS 102 Final Project

