

# Tanner Grehawick

[tgrehawi@gmail.com](mailto:tgrehawi@gmail.com) (757)-690-4190 [tgrehawi.com](http://tgrehawi.com)

## Education

George Mason University, Fairfax, VA  
Computer Science, BS  
Norview High School, Norfolk, VA  
Advanced Diploma

Expected May 2019

June 2015

## Relevant Coursework

Object Oriented Programming  
Data Structures  
Low Level Programming

Digital Electronics  
Formal Methods and Models  
Computer Systems and Programming

## Technical Skills

Languages: Java, C#, C, Lua, C++, Bash, Python  
Software: Git, Blender, Docker  
Platforms: Unity 3D, LOVE 2D, Flask  
Operating Systems: Windows, Linux, Unix

## Extracurricular Projects

VAPR - Hackital November 2016

Interactive asteroid data visualization leveraging data from NASA/JPL's Small-Body Database, accurately modeling orbital motion of up to a thousand entities at one time.

C#, Unity3D, MongoDB

[github.com/tgrehawi/vapr](https://github.com/tgrehawi/vapr)

Iodine Monoxide - HackNC October 2016

Virtual molecular model kit prototype for use in chemistry classrooms. Students use the Leap Motion controller to manipulate the model while instructors can view students' progress via a simple web app.

C#, Unity3D

[github.com/tgrehawi/iodinemonoxide](https://github.com/tgrehawi/iodinemonoxide)

CHANNEL07 - LOWREZJAM 2016 April 2016

Old school shooter game with a raycasting software renderer written completely from scratch in two weeks, including physics, simple enemy AI, and animations.

Lua, Love2D

[github.com/tgrehawi/channel07](https://github.com/tgrehawi/channel07)

## Experience

Tutor - **Coder Kids Inc**

September 2017 - Present

Help foster STEM education at after school Enrichment Programs, teaching elementary and middle school students programming techniques and practices through engaging programming activities and lessons.

Assistant Programming Director - **GMU GADIG**

May - October 2016

Helped fellow students learn game development as a team through semester projects. Designed and developed software to assist in this goal.