Tanner Grehawick

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Education

George Mason University, Fairfax, VA   Expected May 2019
Computer Science, BS
Norview High School, Norfolk, VA   June 2015
Advanced Diploma

Relevant Coursework

Object Oriented Programming	Digital Electronics
Data Structures	Formal Methods and Models
Low Level Programming	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

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

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

Experience

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.

Host - *Torch Bistro***   June - August 2016**

Greeted and sat customers, ensured they received service and felt welcome. Assisted service staff with busing, food running, and cleaning duties.