

Shellby Grehawick

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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

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

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.