

SKILLS

Languages	Proficient in: C++, C#, Python, HTML, CSS, JavaScript Familiar with: Java, SQL, Prolog
Platforms	Linux, Windows
APIs	OpenGL, SDL, JQuery
Tools	Git, Unity3D

EXPERIENCE

Rensselaer Center for Open-Source Software	Software Developer	Troy, NY	Summer 2014
<ul style="list-style-type: none">◆ Created a suite of tools for Unity3D focused around adding robust tile mapping support.◆ Developed in C# using the Unity3D API.			
Montrose Area High School	Web Developer / Tech Aide	Montrose, PA	2011 – 2013
<ul style="list-style-type: none">◆ Developed a new web site with an emphasis on current web standards and client-side scripting.◆ Developed with XHTML, CSS, JavaScript with JQuery, C++ through CGI, and SQL.			
Game Engine Development			2009 – 2013
<ul style="list-style-type: none">◆ Built a personal 3D game engine using C++, Boost, SDL 2.0, OpenGL/AL, and libpng/jpeg.			

EDUCATION

Rensselaer Polytechnic Institute	GPA: 4.00	Troy, NY	Expected Graduation 2017
Bachelor of Science in Computer Science Bachelor of Science in Games and Simulations Arts and Sciences			

RELEVANT COURSEWORK

Data Structures	Fall 2013, Spring 2014 – Spring 2015
<ul style="list-style-type: none">◆ Competed to write solvers for NP-Hard problems once a semester in C++, consistently placed first.◆ Mentored for three semesters, well-liked by students.	
Introduction to Algorithms	Spring 2014
<ul style="list-style-type: none">◆ Learned advanced data structures and efficient algorithms over them, implementing using C++.	
Computability and Complexity	Fall 2014
<ul style="list-style-type: none">◆ Studied the theoretical foundations of computability and algorithmic complexity.	
Game Engine Architecture	Spring 2015
<ul style="list-style-type: none">◆ Learned about the subsystems that comprise a game engine, and created a minimalist one from scratch.	
Advanced Computer Graphics	Spring 2015
<ul style="list-style-type: none">◆ Analyzed and implemented classic and current papers in the field of computer graphics.	

PROJECTS

My open-source projects can be viewed at github.com/djkoloski.

The website developed for my high school can be viewed at masd.info.