

Jason R. Eaton

2461 Hoover - West Bloomfield, MI 48324 - Cell: (248) 933-1459 - eatonj@umich.edu

Projects Web Site/Online Resume: <http://jeaton.matero.net/>

OBJECTIVE

Seeking to be involved in development and application of computer science curriculums in college setting.

EDUCATION

University of Michigan - Dearborn, Dearborn MI 2008-2013

Masters in Computer and Information Science - GPA 7.660 / 9.000

University of Michigan, Ann Arbor MI 2001-2006

Bachelor of Science and Engineering in Computer Science - GPA 2.745 / 4.000

Oakland Community College, Bloomfield Hills MI - GPA 3.609 / 4.000 1999-2001

Related Coursework: Structured Programming I & II, Engineering Physics I & II, Calculus I - III, Discrete Mathematics, Intro to Computer Architecture, Matrix Algebra I, Statics & Dynamics, Intro to Logic and Design, Computer Game Design, Major Design Projects, Programming Languages, Operating Systems, Networking, Compiler Design, Computer Animation, Design Patterns, Algorithm Design and Analysis

Related Projects:

- Lead programmer for board game "Hexspace" using dx framework Winter 2003
- Independent study on collision detection and response in video games Fall 2005
- Wrote Binary Space Tree (BSP Tree) generator for maps for algorithms class Fall 2009

EXPERIENCE

Truic

Ann Arbor, MI

Web Developer, Mobile Developer, Unity Developer

- reverse engineered wordpress to migrate legacy CMS to wordpress
- worked with code across many languages (CSharp, Php, Javascript)
- wrote svg generation code using computational geometry libraries

Chameleon Power

Ann Arbor, MI

Web Developer

- trouble shot unity applications needing to run on multiple devices
- designed and debugged C# code in unity applications
- wrote graphical algorithms such as flood fills and computational geometry

Oakland Community College - Auburn Hills

Auburn Hills, MI

Adjunct Instructor

- developed Java curriculum from syllabus and book
- tutored students in principles of computer science
- prepared and gave weekly lectures

Related Projects:

- Designed networking layer for multiplayer using winsock based library libnet Spring 2003
- Assistant programmer for "Marble Bandits" using Open Dynamics Engine (ODE) Winter 2004
- Ported "Monkey" game to flash Actionscript 3.0, uploaded to Kongregate Winter 2008
- Created and gave tutorial for flash game design for WolverineSoft members Fall 2008

COMPUTER SKILLS

Environments: UNIX, MS-DOS, MacOS, Windows

Applications: Microsoft Word, Excel, Matlab, Power Point, Visual Studio, Dreamweaver, Flash IDE

Languages: C, C++, Java, Actionscript 3.0, Perl, Lisp, C#, Prolog, Java Script, Visual Basic, JSP, SQL, PHP

ACTIVITIES

WolverineSoft - Vice President; Various Martial Arts Programs - Ninjutsu, Tai Chi, Yoga