

Jason R. Eaton

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

OBJECTIVE

Seeking to work with large scale back end infrastructures.

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

Saagara

Ann Arbor, MI
October 2015-October 2019

Web Developer, Mobile Developer, Unity Developer

- designed and implemented dynamic layouts in CSS and ios autolayout
- developed simple graphic art in GIMP for applications
- debugged and augmented applications in Unity, iOS, Android and web browser

Chameleon Power

Ann Arbor, MI
May 2015-October 2015

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
2015-2015
(winter semester)

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, JSP, SQL, PHP, Go, Elixir

ACTIVITIES

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