

# ELIJAH KLIOT

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## EDUCATION

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**Rochester Institute of Technology**  
B.S. in Computer Science 2019  
Total GPA 3.43 | Program GPA 3.58  
Minors in Creative Writing and English

## COURSEWORK

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- Global Illumination
- Principles of Data Management
- Programming Language Concepts
- Neural Networks
- Analysis of Algorithms
- Game-Based Fiction Workshop

## SKILLS

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### Languages

Ruby, Javascript, C/++, Haxe, SQL, Java, Python

### Technologies

Git, Bash, Linux, Ruby on Rails, jQuery, Functional programming

### Topics

Algorithms, Computer Graphics, Relational Database Design, Artificial Intelligence, Game Design

## INVOLVEMENT

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### gl-ph (RIT Digital Literature Journal)

Web Development for a submissions site and home page

### Electronic Literature Organization '17

Volunteering for the ELO conference in Porto, Portugal

## EMPLOYMENT

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### Codonics Software Engineering Co-Op [Jun - Dec 2016]

Codonics are creators of FDA-approved medical devices used in hospitals.

- Java applications and kernel-level development for embedded systems
- Full stack development for a Grails web-application
- Thorough testing for FDA standards.

Assigned to lead the development of the Safe Label System Message Notification System (SLS MNS).

- Designed, implemented, and tested a notification system for the SLS
- Full-stack integration of a new subsystem into a mature Grails application
- Three month duration, ending with my co-op term in December 2016.

### Computer Science Student Lab Instructor [Aug - Dec 2015]

Provided students with technical lab assistance

- Responsible for grading 26 weekly Python submissions
- Held office hours twice a week
- Answered questions and guided students through class and supplemental material

## PROJECTS

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### Ray Tracing Renderer

A ray tracing renderer implemented in C++ as a partner project for a graduate course

- Ray tracing and intersection algorithms, spatial data structures
- Light reflection, scattering, and photon mapping
- Volumetric lighting techniques

### Conangen

An application for the management of player characters for a tabletop role-playing game based on the Conan property

- Full-stack Rails application
- Implemented a robust relational database
- Designed an intuitive interface

### City of Yattoh

A turn-based tactics game with a focus on evolutionary character-centric mechanics

- Unity3D project by a team of three
- NYS Game Dev Challenge 2018 Submission
- Responsible for game design and programming, and writing story and dialogue

### Arco

A card game with a unique "combo" resource mechanic

- Solo project developed in Haxe
- Built from text-based prototype to a graphical experience in the luxe engine
- Experience in game development patterns and project management