

Eric Deleon

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Education

Rutgers University
Major – Computer Science

Fall 2016 - Present

Skills/Coursework

Languages:

Java, HTML, CSS

Coursework:

CS111 – Intro to Computer Science
CS112 – Data Structures

Fall 2016
Spring 2017

Experience

NY Tech Meetup

- Demoed Defending Hackerspace at the Skirball Theater at NYU

Fall 2016

Projects

Defending Hackerspace

- Unity3D game that lets you enter and interact inside the virtual world.
- C#, Unity3D, Oculus Rift, Leap Motion

Fall 2016

Cyber-Dome

- Unity3D game that lets you enter the virtual world and fight off enemies
- C#, Unity3D, Oculus Rift, Leap Motion, Blender

Fall 2016

Git Pulled VR

- Unity3D game that uses complex physics to grapple from platform to platform. Object of the game is to reach the goal.
- C#, Unity3D, Oculus Rift, Leap Motion

Fall 2016

Connect 4

- A complex project that manipulates objects in an array and follows the same logic of the classic Connect 4.

Fall 2016

IT Simulator 2017

- Unreal Engine game that simulates the life of an IT
- Unreal Engine, Blueprints, Blender, HTC Vive

Spring 2017

Extracurricular/Leadership

Member of USACS – Undergraduate Student Alliance of Computer Scientists
Member of Rutgers Project Euler

Fall 2016 - Present
Fall 2016 - Present

Honors/Awards

2nd Place HackNY – First Hackathon, Freshman year
Defending Hackerspace

Fall 2016

3rd Place ProfHacks – Fourth Hackathon, Freshman year
IT Simulator 2017

Spring 2017

1st Place in Video Game Design - TSA States
Video Games: The Marble Game, No Man's Space

Fall 2014-2015