

Eric Deleon

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Education

Rutgers University || Fall 2016 - Spring 2020

Major - Information Technology and Informatics

Minor - Computer Science

Skills/Coursework

Languages:

Java, C, HTML, CSS

Coursework:

CS111 – Intro to Computer Science	Fall 2016
ITI103 – Info Tech & Informatn	Spring 2017
CS112 – Data Structures	Spring 2017
CS211 – Computer Architecture	Fall 2017
CS214 – Systems Programming	Spring 2018
ITI101 – Intro Comm & Info	Spring 2018

Experience

NY Tech Meetup || Fall 2016

- Demoed Defending Hackerspace at the Skirball Theater at NYU

HackRU Day-Of Organizer || Fall 2017

- Reached out to university professors and professionals in the tech industry as potential judges for the hackathon. Contributed with scheduling. Helped run the hackathon with fellow organizers and directors.

Extracurriculars

Rutgers USACS Member

Fall 2016 - Present

- Active member that participates in club activities such as attending CS-related talks.

Projects

Defending Hackerspace || Fall 2016

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

Cyber-Dome || Fall 2016

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

Git Pulled VR || Fall 2016

- Unity3D game that uses complex physics to grapple from platform to platform.
- Programmed in C# and built using Unity3D, Oculus Rift, and Leap Motion.

Connect 4 || Fall 2016

- First major CS project that involved manipulating objects in an array.
- Programmed in Java

IT Simulator 2017 || Spring 2017

- Unreal Engine game that simulates the life of an IT.
- Built using Unreal Engine, Blender, and the HTC Vive

Honors/Awards/Hobbies

2nd Place HackNY || Fall 2016

- First Hackathon, Freshman Year - Defending Hackerspace

3rd Place ProfHacks || Spring 2017

- Fifth Hackathon, Freshman Year - IT Simulator 2017