

Eric Deleon

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Education

Rutgers University
Major – Computer Science

Fall 2016 - Spring 2020

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

Party

- First decently long code I did in Java. A lot of input is being asked to the user and the output would be the cost for the supplies at a party.

Fall 2016

Extracurricular/Leadership

Member of USACS – Undergraduate Student Alliance of Computer Scientists

Fall 2016

Member of Rutgers Project Euler

Fall 2016

Honors/Awards/Hobbies

2nd Place HackNY – First Hackathon, Freshman year

Defending Hackerspace

Fall 2016

1st Place in Video Game Design - TSA States

Video Games: The Marble Game, No Man's Space

Fall 2014-2015

What I enjoy most:

Virtual Reality, Augmented Reality, Learning, Badminton, Tennis, Ping Pong