Ian Swain

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Available: Jan-June 2015

Education

Northeastern University, Boston, MA Fall 2012 - Present

College of Computer and Information Science

Candidate for a Bachelor of Science in Computer Science & Game Design, Spring 2017

Related Courses: Game Programmiing, Software Development, Object Oriented Design, Programming in C++, Building Game Engines, Fundamentals of Computer Science 1 & 2

Honors: Deans List Spring 2014

Yorktown High School, Arlington, VA, Fall 2008 - Spring 2012

GPA: 3.2/4.0

Activites: Computer Science Club Founder, Consul of Junior Classical League

Computer Knowledge

Languages: Java, C#, C++, Python, Racket(Scheme), HTML, CSS, Lua

Framworks/Programs: Unity, Maya, OpenGL, Adobe Suite, Microsoft Office, bash, Powershell

Other: Built multiple computers and server hardware, personal websites

Experience

IT Assistant, First Savings Mortgage, McLean, VA, Summer 2012-Summer 2014

+ Handled data transfer, created secure images, transferred to relevant machines
+ Administered secure destruction of sensitive data
+ Managed servers through backups, user connectivity, user front-ends, powershell scripting
+ Conducted in-office tech support, taught programs, installed hardware

Employee, Toby's Homemade Ice Cream, Arlington, VA, Summer 2014

+ Cooperated with a team to run cashier, ice cream, and coffee efficiently
+ Held responsibility over shop when closing/opening
+ Managed customer relations, remembered regulars, handled interpersonal and logistical issues

Projects

Extensive Unity Prototyping, 2013-2014

+ Built multiple prototypes in Unity throughout multiple classes and in free time
+ Utilized dynamic lines to build vector shape tools, with collisions and dynamic drawing
+ Created multiplayer experiences, connected to server, sent data from player to player

Luzhanqi AI, Software Development, 2014

+ Created AI to play Luzhanqi against another AI on a team of 4 students
+ Written in Java, using standard input/output to send and read moves

Animation Framework, SFML, 2013

+ Created a framework for sprite animations in SFML (OpenGL Library for C++)
+ Loaded images and divided them into sprites, that could be sorted and referenced
+ Set up custom animation speeds, and loading of multiple image types

Interests: Self taught guitar player, vegan cook, record collector

References: Furnished on request