George Whitfield, Jr.

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EDUCATION

Carnegie Mellon University   2018 - 2022
> Major: Electrical and Computer Engineering. Minor: Game Design.
> Relevant Course Work: Introduction to Computer Systems 18-213 , Principles of Imperative
> Computation 15-122, Fundamentals of Programming 15-112, Physics II for Engineering Students 33-
> 142, Mathematical Foundations of Electrical Engineering 18-202

SKILLS

> Python, C, C#, Unity, JavaScript, HTML, CSS, Git, Blender, Spanish [advanced], Japanese [advanced]

WORK HISTORY

Carnegie Mellon University Cognitive Development Lab | Research Apprenticeship   Summer 2020
> Developed web-based app for education technology experiments with children. Deployed Unity project
> to web for remote data collection. Rebuilt personal website for lab supervisor with HTML, CSS, and
> JavaScript.

E Ink Corporation | Intern   Summer 2019
> Developed an image processing application in Python using PyQt and QtDesigner. Programmed Python
> libraries for interacting with a robotic arm, a camera, and Arduino via the image app.

MIT Bioinstrumentation Lab | Intern   Summer 2017
> Developed unit tests and front-end code in JavaScript for MICA, an educational project involving
> sensors used in classrooms.

PROJECTS

HTTP Proxy Server   Spring 2020
> Wrote web request parsing and socket management for Linux in C as a course project at CMU.

Malloc Implementation   Spring 2020
> Developed custom segmented list malloc implementation in C as a course project at CMU.

Slope Crusher | CMU Game Creation Society Racing Video Game | Unreal   Spring 2020
> Created emissive noise shaders and destruction blueprint for shatter able objects in level and audio
> management for pause menu. Download on Itch.io: https://eaglee.itch.io/slope-crusher

Space Tanks | United Game Jam Entry | Unity   June 2020
> Implemented a turn based 2 player shooter game where players control tanks on the moon. Created
> within 48 hours for game jam contest. Available to play on Itch.io: https://poshon.itch.io/space-tanks

"Slender" Remake | Horror Video Game | Unity   Summer 2019
> Programmed enemy follow behavior, audio management and user interface. Designed horror level.

BEATDOWN – Python-based Music Video Game | PyGame   Fall 2018
> For my final project in 15-112 Fundamentals of Programming, I created BEATDOWN. I taught myself
> about Fourier transforms and wrote my own audio signal processing library from scratch.

HOBBIES Music Composition, Jazz Piano, Crochet, Origami, Cooking