Gregory Blood

(702) 606-7433
gregoryblood1998@gmail.com
Github: **gregoryblood**
Website: **gregoryblood.me**

Experience

Teacher Assistant

Corvallis, OR (Sep. 2019 – Present)

Data Structures (C), Intro to Computer Science (Python), Web Development (HTML5/ CSS3/ Javascript/MongoDB)

- Held office hours to work with students understand concepts
- Gave one-on-one feedback with students while grading their work with them
- Hosted classes of 30+ students to go over topics in depth and proctor quizzes
- Worked with professors to find ways to better their courses

Canvasser for Organized Karma LLC

Las Vegas, NV (June 2018– Aug. 2018)

- Went door-to-door having in-depth conversations with residents about a candidate
- Planned efficient routes with coworkers and distributed areas with my team

Projects (More on Gregoryblood.me)

Senior Project

React Native – AdobeXD

- Developing an event management app for Oregon State
- Leading a team of two other students
- Working with a professor in the college of business to find requirements and constraints
- Designed the front-end on AdobeXD

Pure Honey

ReactJS – AdobeXD

- Freelance work with a client to create a website
- Consulted with an inexperienced client to help them create a plan for deployment
- Designed multiple versions of the site for client approval

Oblivion

Unity – C#

- Physics based puzzle game with horror elements
- Custom A.I. behaviors including sight, sound, and dynamic reactivity to player's decisions
- Under development to also be played with VR equipment

Nature Simulation

Unity – C#

- Visual program to simulate effects of competition in nature due to environmental adaptation.
- Allowed for different input variables to create different environments

Education

Oregon State University

Corvallis, OR (Sep. 2017–Present)
Expected Graduation: Spring 2021

Bachelor of Computer Science

GPA: 3.33 – CS GPA: 3.76

Relevant Coursework: Data Structures, Computer Networking, Algorithms, Web and App Development, Databases, Computer Graphics, Operating Systems, Cyber Security, Technical Writing

Technical Skills

C/C++/ C# – Python – HTML5/ CSS3/ Javascript – React Native – React JS NodeJS – Express – Adobe XD – Git – Unity Engine – Unreal Engine

Extracurricular

Programming Competition Hosted by Lucid

C++

Live online competition to complete as many problems in a given amount of time with five colleges competing.

2021 GMTK Game Jam

Unity – C#

2021 My First Game Jam

Unity – C#

2020 Brakeyes Game Jam

Unity – C#

Security Club

Corvallis, OR (Jan. 2019–Mar. 2019)
Explored fundamentals of cyber security and how attacks happen, best security practices for businesses, and how to protect yourself