Gregory Blood

www.gregoryblood.me

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gregoryblood1998@gmail.com

SKILLS AND TOOLS

Full-stack Web Development, Game Development (Object orientated programming)

C, C++, C#, Python, HTML & CSS, Javascript, React, Angular, SQL, MongoDB, GraphQL
Unity, Unreal Engine

EXPERIENCE

Undergraduate Teacher Assistant - *Oregon State University*

Sep 2019 - June 2021

- Lorem ipsum dolor sit amet, consectetur adipiscing elit.
- Aenean ac interdum nisi. Sed in consequat mi.
- Received a letter of recommendation

Projects - *More on www.gregoryblood.me*

Oregon State Event Management App

React Native (Javascript), AdobeXD, PostgreSQL, OAUTH

- Built from scratch a full-stack event management app for Oregon State University while working under a professor from the college of business
- Managed a team of two other students using SCRUM development
- Commended by my professor for enthusiasm and leadership skills
- Took initiative to design an interactive front-end using AdobeXD

Pure Honey

React JS (Javascript), AdobeXD

- Freelance work with a client to create a static website for their small business
- Gave expertise to help the client design the best plan for e-commerce deployment

EDUCATION

Oregon State University - *Bachelor's in Computer Science*

Sep 2017 - June 2021

- Dean's List Recipient for my last 4 terms
- Specialized in Web, Mobile, and Cloud Development

Extra Activities

Programming Competition Hosted by Lucid - *C++*

Competition between five colleges

2021.1 Brakeys Game Jam - *Unity, C#*

Competition to make a game around a theme in less than a week

- Top 3% in the Innovation category

2020 GMTK Game Jam - *Unity, C#*

Competition to make a game around a theme in less 48 hours

2020.1 Brakeys Game Jam - *Unity, C#*

Competition to make a game around a theme in less than a week

Oregon State University Security Club

Studied cybersecurity and practiced CTF tournaments