

# Gregory Blood

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Github: gregoryblood

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Graduating Senior with an extensive background coupled with excellent leadership and communication skills. I have experience in web and mobile application development using the React framework and game development with primarily using the Unity game engine. I am looking to apply the skills I learned to a team setting and work long-term to earn a leadership roles.

## 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 to gain a greater understanding of the coursework
- Gave immediate one-on-one feedback with students while critiquing their work
- Lead classes of 30+ students to go in-depth into topics
- Worked with professors in finding ways to improve our course

## Projects (More on [Gregoryblood.me](https://gregoryblood.me))

### Oregon State Event Management App

React Native - AdobeXD

- Building from scratch a full-stack event management app for Oregon State University
- Leading a team of two other students
- Working with a professor in the college of business to develop requirements and constraints
- Designed a custom 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 e-commerce deployment
- Designed multiple versions of the site for client approval

### Music Magik

ReactJS

- Unique web app that organizes a user playlists using Spotify's API
- Uses OAuth2.0 to log users in and remain logged in

### Oblivion

Unity - C#

- VR physics puzzle/horror game built using SteamVR
- A.I. behavioral trees to dynamically respond to player's decisions based on sight, sound, and potential threat

## Education

### Oregon State University

Corvallis, OR (Sep. 2017-Present)

Expected Graduation: Spring 2021

Dean's List Recipient

- Winter 2021
- Fall 2020
- Spring 2020

### B.S. - Computer Science

## Technical Skills

C/C++/ C# - Python -

HTML5/ CSS3/ Javascript -

React Native - React JS

NodeJS - Express -

Adobe XD - Git -

Unity Engine - Unreal Engine 4

## Extracurricular

### 2020 Programming Competition

#### Hosted by Lucid

C++

Live competition between five West coast colleges.

### 2021.1 Brakeys Game Jam

Unity - C#

Top 3% in the 'Innovation' category

Top 10% in 3/6 categories

### 2020 GMTK Game Jam

Unity - C#

Top 40% in 3/4 categories

### 2020.1 Brakeys Game Jam

Unity - C#

Top 50% in 3/6 categories

### Oregon State University Security Club

Corvallis, OR (Jan. 2019-Mar. 2019)