

Gregory Blood

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Github: gregoryblood

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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](https://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 inexperienced client to help them create a plan for deployment
- Designed multiple versions of the site for client approval

Oblivion

Unity - C#

- Solo 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#

- Solo 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 Skills

C/C++/ C# - Python -

HTML5/ CSS3/ Javascript -

React Native - React JS

NodeJS - Express -

Adobe XD - Git - OOP -

Unity Engine - Unreal Engine

Extracurricular

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