

# Gregory Blood

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Github: gregoryblood

Website: gregoryblood.me



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 understand concepts
- Gave one-on-one feedback with students while grading their work with them
- Gained confidence hosting classes of 30+ students to go over topics in depth and proctor quizzes
- Worked with professors to find ways to improve their courses

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

### Senior Project

React Native - AdobeXD

- Developing 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 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

### Spotify Organizer

ReactJS

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

### Oblivion

Unity

- 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 (Fall 2020)

Dean's List Recipient (Spring 2020)

### Bachelor of 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

### Programming Competition

#### Hosted by Lucid

C++

Live competition between five West coast colleges.

### 2021.1 Brakeys Game Jam

Unity - C#

Top 3% in 'Innovation'

Top 10% in 3/6 categories

### 2021 GMTK Game Jam

Unity - C#

### 2020.1 Brakeys 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