

Gregory Blood

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Github: gregoryblood

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Current web freelancer with excellent leadership and communication skills. I have experience in web and mobile application development using the React framework and game development 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 role.

Experience

Teacher Assistant

Corvallis, OR (Sep. 2019 - June 2021)

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

- Built from scratch a full-stack event management app for Oregon State University
- Managed a team of two other students
- Worked with a professor in the college of business to develop requirements and constraints
- Developed a 9 month development plan
- 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 - Node.JS

- Unique web app that organizes a user playlists using Spotify's API
- Uses OAuth to authenticate Spotify accounts and keep users logged in

Nature Simulation

Unity

- Simulated generational creature trait improvement due to natural selection given environment variables
- Allowed for multiple visual test environments

Education

Oregon State University

Corvallis, OR (Sep. 2017-June 2021)

Dean's List Recipient

- Winter 2021
- Fall 2020
- Spring 2020

B.S. - Computer Science

Technical Skills

C/C++/ C# - Python -
HTML5/ CSS3/ Javascript -
SQL - GraphQL - Mongo
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)