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# Gregory Blood

[www.gregoryblood.me](http://www.gregoryblood.me)

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## 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

- 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
- Utilized my job experience and student relationships to improve courses
- Received a letter of recommendation

## **Projects** - *More on [www.gregoryblood.me](http://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 Degree in Computer Science*

Sep 2017 - June 2021

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- 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