

Education

DePaul University, Chicago, IL
Bachelor of Science in Computer Science
Concentration in Game Systems

Cumulative GPA: 3.833
Graduated June 2018

Technical Summary

Programming Languages:

- Five years in C family (C++, C, C#), Java, Scala, Swift, Python, HLSL

Software:

- *IDEs:* Visual Studio, Xcode, IntelliJ, Xojo, Arduino IDE
- *Commercial Game Engines:* Unity, Unreal 4
- *Source Control:* P4V, Git, SourceTree, PlasticSCM
- *Other:* Doxygen

Course Projects

School Engine Project (Game Engine Programming I & II) Winter '17 – Spring '17

- Built a simple 3D game engine off nothing but an OpenGL graphics library
- Replaced OpenGL graphics library with own DirectX implementation
- Implemented systems for game entities such as updating, drawing, alarms, and tiered collision
- Used Doxygen software to generate a documentation website for the engine

NiK-0 (Senior Capstone Project) Spring '17 – Summer '18

- One of two game programmers on mobile puzzle game built in Unity
- Built tools using Unity Editor scripts to aid designers in level construction
- Worked closely with designers and sound artist to script and implement requests such as level logic, sound events, and camera system

Work History

Amulet Technologies, Campbell, CA

Engineering Intern, part-time

August 2018 - Present

- Developing Arduino compatible board support package and shared library to be run alongside a proprietary RTOS on an ARM Cortex-A5 system
- Worked on GCC build automation and JTAG debugging via GDB