Rowan Murphy

Pocatello, ID, 83201 |murprowa@isu.edu | (208) 705-6788 | https://www.linkedin.com/in/rowan-murphy-722a06192/ | https://github.com/idahodruid | https:rowan-murphy.com

EDUCATION

Idaho State University, Pocatello, ID   *May 2023*
Bachelor of science in Computer Science   *Overall GPA- 3.1/4.0*

TECHNICAL SKILLS

Languages: C++, C#, Python, Java

Databases: SQL	**Methodologies:** Agile, Scrum, Waterfall, SDLC
Cloud: Amazon Web Services, Azure	**Tools**: Git, GitHub, Docker, Microsoft.
Web: HTML5, CSS3	

EXPERIENCE:

Software Development/IT Intern   **Sollus Information Systems**   **October 2020 – March 2021**
- Developed Dynamic, Intuitive website prototypes to demonstrate the potential of implementing new systems using **HTML and CSS**.
- Developed **Python** programs to simplify ticket gathering and job-receiving systems for IT help. (personal work project)
- Automated installations of systems using **Powershell**.

Dispatch Technician/IT   **Idaho Fire and Flood**   **May 2023 – Present**
- Working on an inventory management website using **C# and ASP.Net** and **Azure** to keep track of current inventory.
- Working on improving data quality of previously implemented systems using Dash(web system for contractors).
- General IT helpdesk tasks, (printers, computer troubleshooting, upgrades, etc.)

PROJECTS:

Personal Website(2023): Currently developing a personal website in **HTML and CSS** to have a place to store academic papers, project videos, and personal interests. Still a WIP.

Weight Loss Tracker WebApp (2023): Current main project while working. Developing a web app with user logins, that tracks fitness goals, weigh-ins, and food nutrition to help me and my friends improve our health. (similar to things like myFitnesspal), but with the added functionality of a friend leaderboard and possible comments on goals. Using **ASP.NET and C#.**

Tank Game(2023): Leader of a team of senior computer science students on a large-scale project using **C++ and QT**. A complex game similar to retro arcade-style games from the 1990s. It consisted of collision systems, powerups, sounds, and graphics rendering all done in-house. Was developed for our Capstone project, using aspects from **AGILE and SCRUM** methodologies with constant customer updates and revisions.

Unreal Engine Game HCI (2022): Developed a 3D FPS game in **UE5** and conducted a professor-guided study on the effects of video game difficulty and how it changes player enjoyment for a human-computer interaction course. The game was done entirely in C++ including physics and PCG(procedural content generation) algorithms.

PCG DSL Study (2021): Developed an internal **DSL in C#** to work within **Unity**(game engine) to simplify the implementation of procedural content generation algorithms in the scope of game development. Was part of an experimental professor-selected course on software language engineering.

Monopoly (2019): Developed a Microservice-based implementation of the board game Monopoly in **Java** with a client-side front end and server back end using Javalin over local networks.

2D Platformer Unity (2023): 2D platformer in Unity to explore new technologies in game development. Specifically Inverse kinematics algorithms and procedural animation. I also enjoy art and am planning on making everything from scratch. Hoping for a Zelda-like game.