

IAN DOUGHERTY

COLLEGE STUDENT

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EXECUTIVE SUMMARY

Computer science student experienced in self teaching through many personal projects in a variety of languages and platforms. Pursuing a career in computer science research.

PROGRAMMING LANGUAGES

Proficient

- JavaScript
- HTML & CSS
- React
- Python
- Selenium
- Java
- Git

Familiar:

- C++
- SQL
- Assembly

ACTIVITIES

- QWER Hacks (1/23/21)
- CodeDay Chicago (5/9/19)
- CodeDay Chicago (6/1/19)
- CodeDay Chicago (3/2/19)
- NW Splash (4/7/18)

PROJECTS (SEE WEBSITE)

In Browser 3D Engine

An online real time 3D Engine (JavaScript & Canvas)

- Optimized for real time performance
- Projection, plane ordering, and shading algorithms
- Mesh builder for the Utah Teapot model

Sqyrm

A collection of procedural animations (JavaScript & Canvas)

- Animated title & credits for an award winning student film
- Uses a variety of tools and techniques to build visuals
- Pseudo 3D algorithms to fake depth

F1 Simulation Game (In Development)

Project manager of an F1 racing game (Full Stack)

- Responsible for assigning roles and creating deadlines
- Firebase backend database and authentication
- Track generator and minigames with JS & Canvas

EDUCATION

Illinois Institute of Technology - Chicago IL

Master of Science, Computer Science, Expected in 05/2024

WORK HISTORY

Chicago Park District | Rec Leader | 06/2019 - 08/2019

Led a group of 20 children under age 7 during the weekdays, scheduling and supervising activities.

Tots Land Chicago | Event Manager | 01/2020 - 05/2020

Monitored event activities, coordinated event planning, and handled contract signing/payment.