Michael Key

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Personal Projects:

Sora - A custom framework for creating 2D and 3D applications. Started for the purpose of education, it is an attempt to learn how to write software from scratch. Currently supports Windows and Direct3D11, with OpenGL and Vulkan in the process of being implemented.

Immediate mode UI library - Written for sora, this library handles layout and widget interactions. Supports panels, draggable and dockable tabs, and various widgets. Utilizes a single draw call renderer.

Math Library - Implements vectors, matrices, quaternions, etc. Has support for SIMD operations.

Skills:

- C/C++
- Direct3D 11 and HLSL
- OpenGL and GLSL
- Compute Shaders
- Currently Learning: Vulkan and Direct3D 12

Education:

Bachelor of Science in Aerospace Engineering (August 2019 - May 2023) University of Alabama in Huntsville

Associate of Science (August 2017 - May 2019) Northeast Alabama Community College