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Personal Projects:

Sora - A custom framework for creating 2D and 3D applications. Started as an educational project with the goal of writing software from scratch. It contains cross platform components such as windows, input, audio, etc. Currently supports Windows and Direct3D11, with OpenGL and Vulkan in the process of being implemented.

Immediate mode UI library - Written for sora, this library manages layout and widget interactions. It features panels, draggable and dockable tabs, and customizable widgets. It also supports animations and custom styling options.

Math Library - Implements important engine structs such as 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