

Isaac Dickinson

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Portfolio: <https://irdickinson.github.io/>

Profile:

University of Alabama graduate in May of 2023. Formal studies have encompassed data structures, operating systems, coding algorithms, and general programming languages. Independent projects have incorporated visual scripting, artificial intelligence, game design, and animations.

Education:

University of Alabama, Alabama

2019-2023

Graduated: May 2023 with a cumulative 3.999 GPA

Bachelor of Science in Computer Science

Honors and Awards:

Honors College – University Honors Program, *University of Alabama*

President's List – 4 Semesters, *University of Alabama*

Dean's List – 5 Semesters, *University of Alabama*

Presidential Scholarship, *University of Alabama*

Projects:

Unreal Engine 5 FPS Game Project (Neolyst Tyro)

Summer 2023

- Incorporated extensive visual scripting for a complete gameplay loop.
- Programmed elaborate behavior trees for reactionary artificial intelligence.
- Animated and retargeted an array of movements and actions that encompass pawn behaviors.
- Utilized widgets to provide an informative user interface and menu functionality.

Website Senior Project (WorkoutTrak)

Spring 2023

- Utilized HTML and CSS to develop a responsive front-end website.
- Performed in an agile environment with punctual developments and updates.
- Managed group workloads and scheduling with incorporation of client requests.

Experience:

United Parcel Service of America

Fall 2020

- Performed integral and efficient product organization.
- Operated fast-paced workloads in a team-based setting.

Skills:

Programming Languages

- C++, C#, HTML, Python, Java, Haskell, Assembly

Tools

- Unreal Engine 5, GitHub, Word, Excel, PowerPoint, Blender, ROS 2, LMMS, Audacity

Citizenship U.S. Citizen

Selective Service Registered