

Isaih I. Porter

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Education	Connecticut College	New London, CT
	Bachelor of Fine Arts, majors in Computer Science (3.5/4.0) and Art (3.7/4.0) Ammerman Center for Arts and Technology, <i>Selected Scholar</i>	Spring 2018
Projects	Large-scale Particle Simulation , <i>CS Research</i>	Fall 2017 – Spring 2018
	Developed a Unity plug-in allowing users to compare framerates of large-scale particle simulation done on the CPU vs GPU	
	Spinning Earth , <i>Ammerman Center Integrative Project</i>	Fall 2017 – Spring 2018
	Designed and built pottery wheel using single-shaft stepper motor alongside Arduino Uno controller Created Arduino script that converts seismic readings to motor's RPM	
	Dungeon Dash , <i>Entertainment Software Course</i>	Spring 2017
	Managed group of 3 peers in mock gaming company as CEO Developed artwork and code for a 2D Roguelike game using Unity and C#	
Work Experience	CC Student Planner , <i>Web Technologies Course</i>	Spring 2017
	Produced Python application for Connecticut College students to organize courses Established database of Conn College course data-objects that were used to populate a minimally designed calendar Transformed into web application using HTML, CSS, PHP, and MySQL	
	Connecticut College Ceramics Department , <i>Teacher's Assistant</i>	New London, CT
	Instructed students to make plaster molds to duplicate porcelain forms Fired electric kilns and mixed glazes/clays/terra sigillata/engobes/etc.	Spring 2018
	American Museum of Ceramic Arts Clay Studio , <i>Studio Assistant/Resident Artist</i>	Pomona, CA
	Shadowed ceramic instructors in many different classes: throwing, hand-building, surface decorating, etc. Instructed private lessons to local college students Fired kilns (cone 6 electric oxidation, cone 10 gas reduction), mixed glazes, cleaned the studio	Summer 2017
Skills	Software:	Unity, Animate, Arduino, MATLAB, Photoshop
	Languages:	Python, Java, JavaScript, C#, HLSL, HTML, CSS, PHP, MySQL