

# Randy DePriest

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## OBJECTIVE

Looking for a position in designing interactive web-pages where I can apply my web development skills.

## EDUCATION

**The University of Tennessee at Martin - Martin, TN**  
Bachelor's of Science in Computer Science  
Planned Graduation: May 2022

## PROJECTS

### Mark the Mighty

August 2021 - November 2021

A RPG that was inspired by retro Zelda games. Made with Unity, programmed in C#, and is currently being hosted on the web using Firebase. Features a maze, enemies, and combat. I was responsible for programming, game design, and gameplay features. This project won 2nd place at the ACM MSE Conference in 2021.

Link: <https://mark-the-mighty.firebaseio.com/>

### Galaga R + C

March 2020 - April 2020

A game that was inspired by Galaga. Made in Visual Studio using the WPF template and programmed in C#. Features three kinds of enemies and progressive difficulty. I was responsible for everything except for the custom sprites.

## SKILLS

**Languages:** C#, HTML5, JavaScript, CSS, C++, Python

**Tools:** Visual Studio, Visual Studio Code, Unity Engine 2021, Firebase, Github, LaTeX

## AWARDS AND HONORS

**ACM MSE 2021** - 2nd place undergraduate winner for Mark the Mighty.

**UTM Dean's List** - Fall 2018, Spring 2019, Fall 2019, Spring 2020, Fall 2020, Spring 2021