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.firebaseapp.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

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