

Randall Blake

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Summary

- Interested in software development careers and summer tech internships
- Experience in version control systems, unit testing, AI, leadership
- Planning to study machine learning and computation neural networks or computer graphics

Education

University of Texas at Dallas 2013-2017

- Computer Science major, expected BS Comp Sci in 2017

Experience

Software Engineering internship at Apcon 2016-2017

- Bug finding and fixing
- Migrated server software to cloud
- Tested and developed web app

Open Source C++ OpenGL/SDL Game and Physics Engine 2015

- Personal project using OpenGL 3.3, SDL2, and Lua
- Working graphical renderer and physics simulator
- (github.com/justadbass/ExclusionEngine)

RTS AI Project 2010-2012

- Worked in 2 person team on Real-Time Strategy playing AI
- Dortmund University of Technologys Computational Intelligence and Games (CIG) 2011 Starcraft AI competitor (s11-www.cs.uni-dortmund.de/rts-competition/starcraft-cig2011)

ECS Maze solving toy car 2014

- Freshman ECS semester project, group of 5
- Uses Raspberry Pi, ultrasonic sensors and a Python script to navigate a maze

Skills

Languages: C/C++, Python, Java, SQL, Erlang

Frameworks and Libraries: OpenGL 1.2-3.3, SDL2 ...

Other Skills: git, gdb, OllyDbg, Linux terminal, Machine learning

Miscellaneous

- Fluent in English, basic knowledge of French
- 10 Years competitive Fencing, previous captain at UTD Fencing Club
- Member of UTD's Computer Security Group, competed in CSAW 2015
- Ask me (github.com/justadbass) about my other projects!