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 security

Education
University of Texas at Dallas   2013-2017
- Computer Science major, expected BS Comp Sci in 2017

Experience
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/justaddbass/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)

Python iTunes Library generator   2014
- Uses mutagen and ElementTree to read id3 tags and write to xml
- (github.com/justaddbass/iTunesLibGen)

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, Javascript, SQL
Frameworks and Libraries: OpenGL 1.2-3.3, SDL2, JUnit, Requests(Python library) . . .
Other Skills: git, gdb, OllyDbg, Linux command line, Windows command prompt

Miscellaneous
- Fluent in English, basic knowledge of French
- 7 Years competitive Fencing, member and teacher at UTD Fencing Club
- Member of UTD's Computer Security Group, competed in CSAW 2015
- Ask me (github.com/justaddbass) about my other projects!