

Randall Blake

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Summary

- Interested in pursuing a career in AI or computer graphics
- Experience with version control systems, continuous integration, bug tracking, and AI
- Studying machine learning, computation neural networks, and computer graphics

Education

University of Texas at Dallas 2013-2017

- BS Computer Science 2017

Experience

Software Engineering internship at Apcon 2016-2017

- Finding and fixing bugs, performing static code analysis
- Migrated software to cloud and improved Linux installation
- Tested and developed Server software

Projects

RTS AI Project 2010-2012

- Worked in 2 person team on Real-Time Strategy playing AI
- Created an AI that manages units and resources
- Dortmund University of Technologys Computational Intelligence and Games (CIG) 2011 Starcraft AI competitor (<http://ls11-www.cs.tu-dortmund.de/rts-competition/starcraft-cig2011>)

Solar System Simulator 2017

- Simulates orbital mechanics using Newtonian physics
- Uses OpenGL and SDL2 to display planets and stars
- (<https://github.com/justadbass/SolarSim/>)

Lua C++ Interface 2017

- Reads variables from lua script into C++
- Useful for easy configuration files and hot swapping code
- (<https://github.com/justadbass/LuaConf>)

Skills

- Languages: C/C++, Python, Java, SQL, Erlang
- Frameworks and Libraries: OpenGL, SDL2, TensorFlow ...
- Other Skills: git, gdb, Jenkins, Mantis, Linux, Machine learning

Miscellaneous

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