Randall Blake

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Summary

- Experience with version control systems, continuous integration, and bug tracking
- Studying AI, computational 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
- Developed server software using Adobe Flex and C++

Projects

Flat-Panel Airborne Radio Control 2017

- Senior CS Semester project, team of 5
- Worked with Sponsor, Rockwell Collins to develop software for radio control and maintenance

Solar System Simulator 2017

- Simulates orbital mechanics using Newtonian physics
- Uses OpenGL and SDL2 to display planets and stars
- (github.com/justaddbass/SolarSim/)

Lua C++ Interface 2017

- Reads variables from Lua script into C++
- Useful for easy configuration files and hot swapping code
- (github.com/justaddbass/LuaConf)

ECS Maze Solving Toy Car 2014

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

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 (ls11-www.cs.tu-dortmund.de/rts-competition/starcraft-cig2011)

Skills

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

Miscellaneous

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