

## 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/justadbass/ExclusionEngine](https://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](http://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/justadbass/iTunesLibGen](https://github.com/justadbass/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, Erlang

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/justadbass](https://github.com/justadbass)) about my other projects!