KENNETH ANTHONY ESDAILE

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EDUCATION

Sep2014 - Aug2019	**CUNY QUEENS COLLEGE** 65-30 Kissena Blvd | Queens, NY 11367 ***Bachelor of Applied Science In Computer Science*** Related Course : Database, Software Engineering, Design and Analysis of Algorithms, Theory of Computation, Principles of Programming Languages, Image Processing, Internet & Web Technologies, Computer Graphics, Data Structure, Computer Architecture, etc.
Sep2012- Aug2014	***Associate of Applied Science in Computer Science*** **LAGUARDIA COMMUNITY COLLEGE** 31-10 Thomson Ave | Long Island City, NY 11101 Related Course : Object-Oriented Programming in C++, Object-Oriented Programming in Java, Discrete Structures, Computer Organization and Assembly Language, Discrete Mathematics, Calculus etc.

EXPERIENCE

Jul2014 - Sep2014	**LAGUARDIA COMMUNITY COLLEGE** 31-10 Thomson Ave | Long Island City, NY 11101 ***Web Design & Development Intern*** Update the college old tutor website. Using HTML and CSS to add a more user friendly and interactive interface. Adding authentication to online survey application via JavaScript, while at the same time teaching myself JavaScript and PHP. Developing an hourly base timing system, integrate it with the school database and tutor login page. Display weekly results of tutor time spent and total time in a tubular form.
Nov2008 - May2010	**GSI** John F. Kennedy International Airport, Queens, NY, 11430 ***Ramp Agent*** Loaded and offloaded baggage, freight, and cargo from aircraft. Wing walking, operating automotive and ramp equipment. Provided air start for aircraft: ground power, tow and tug bars.

PROJECTS

Sep2015 - current	**GAME ENGINE FROM SCRATCH** The most ambitious project I have taken on, meant to be a self learning process for developing my skill in software development. It features GLSL shaders, GUI and text rendering, Large scale open world terrain with level of detail capability, sky dome and atmospheric fog, skeletal skin animation parsed from DAE file, static mesh geometry parsed from OBJ files, Normal mapping, phong shading with multiple lighting, deferred rending, bloom effect, basic physics and collision detection, etc…
May2019	**INTERPRETER / TOP-DOWN PARSER** Principles of Programming Languages course project. A topdown parser and interpreter to parse and execute instruction of a custom type-free c like programming language. Execution of the custom language code is printed to output file. Fun project to work on learn a lot about compilers.

SKILLS

Programming Languages	C, C++, Java, GLSL, HTML, C-Sharp, JavaScript, PHP, Python, SQL and CSS
Software	Xcode, Visual Studio, Eclipse, MySQL, Adobe Photoshop, Word, Excel, Power Point, etc
API's	OpenGL 4.0