

# Kevin O'Mara

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## Education

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- 2016 - Present      **Master of Science – Computer Science**  
San Diego State University, CA  
GPA: 3.88/4.00  
Expected Graduation: December 2017
- 2012 – 2016      **Bachelor of Science – Physics**  
San Diego State University, CA  
GPA: 3.66/4.00
- Vice President of the Society of Physics Students
  - Physics tutor

## Qualifications

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### Languages

- Main:
  - C#
- Experienced:
  - Fortran, Bash, C
- Used in the past:
  - Java, C++, Lua, Python, SQL, Assembly, OpenMP

### Frameworks & Technologies

- Main:
  - Visual Studio, Git, Unity, Microsoft Office, Windows
- Experienced:
  - Linux, VirtualBox, Photoshop
- Used in the past:
  - Eclipse, ZeroBrane Studio (Lua IDE), LÖVE

### Projects (<https://github.com/kevin-d-omara> unless noted)

- Solo:
  - **Dudes-in-a-Corridor** (in progress) – wrote a ray marching algorithm for line of sight detection on a grid
- Team:
  - **Rocket Car** – managed a team of 4 to create a 3D racing game
  - **Physics Senior Thesis** – implemented matrix inversion to achieve 3x speedup of many-body Schrödinger approximation algorithm
  - **Huckster** – lead an international team in creating the most popular fan-made hero for the board game Shadows of Brimstone
    - <https://boardgamegeek.com/filepage/116086/new-hero-huckster>

### Other

- Oarsman for San Diego State University Men's Crew (2012-2014)
- Calisthenics (ongoing)