

# Kevin O'Mara

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## Education:

**Master of Science: Computer Science**  
San Diego State University (SDSU), **GPA: 3.88**

**Expected Graduation: December 2017**

**Bachelor of Science: Physics**  
SDSU, **GPA: 3.66**

**May 2016**

## Courses:

Software Engineering	Data Structures
Programming Languages	Algorithms & Analysis
Operating Systems	Database Theory & Implementation
3D Game Programming	Spatial Databases
Adv. 3D Game Programming	Adv. Multimedia Networks
Modern Optics & Lasers (+Lab)	
Methods of Applied Mathematics I & II	

## Skills:

**Languages:** C#, C, Fortran, Bash, Lua, Java, C++, Python, SQL+

**Operating Systems:** Windows, Linux (Ubuntu), Unix (Solaris)

**IDE:** Visual Studio, Eclipse, ZeroBrane Studio

**Tools:** Terminal, Git, GitHub, GitLab, Unity3D, LÖVE, Microsoft Office, Photoshop, InDesign

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**Projects** (<https://github.com/kevin-d-omara> unless noted; project names are hyperlinks):

### Solo:

**Dudes-in-a-Corridor** (in progress) – wrote a ray marching algorithm for precise line of sight detection on a grid

**PongOut** – a customizable hybrid between the classics Pong and Breakout, with the added fun of powerups!

### 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>)

## Awards & Affiliations:

<b>Honorable Mention at Northrop Grumman Code-A-Thon, SDSU</b>	<b>11/2016</b>
<b>Magna Cum Laude Graduate, SDSU</b>	<b>5/2016</b>
<b>Dean's List, SDSU</b>	<b>8/2012 - 5/2016</b>
<b>Outstanding Physics Student, SDSU</b>	<b>5/2016</b>
<b>Vice President, Society of Physics Students, SDSU</b>	<b>8/2015 - 5/2016</b>
<b>Oarsman, Men's Crew, SDSU</b>	<b>8/2012 - 5/2014</b>
<b>Most Improved Oarsman, SDSU</b>	<b>5/2013</b>