

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+, MATLAB

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

IDE: Visual Studio, Eclipse, ZeroBrane Studio

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

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:

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