**Kevin O’Mara**

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**Education\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

2016 - Present **Master of Science – Computer Science**

San Diego State University, CA

GPA: 4.00/4.00

Expected Graduation: December 2017

2012 – 2016 **Bachelor of Science – Physics**

San Diego State University, CA

GPA: 3.68/4.00

* Vice President of the Society of Physics Students
* Physics tutor

**Qualifications\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Skills**

* proficient
  + C
  + Fortran
  + Bash
  + Photoshop
* basic
  + C#
  + Lua
  + Java
  + SQL
  + LÖVE game engine
  + Unity game engine
  + Assembly
  + OpenMP parallelization

**Projects**

* Solo:
  + PongOut – hybrid between the classics Pong and Breakout

<https://github.com/kevin-d-omara/Rocket-Car>

* + Space Attack – command line game reminiscent of Space Invaders

<https://github.com/kevin-d-omara/Space_Attack>

* + Noughts and Crosses – command line games Tic Tac Toe and Connect 4

<https://github.com/kevin-d-omara/Noughts-and-Crosses-68kAsm>

* + Pong – classic computer Tennis, GUI-based

<https://github.com/kevin-d-omara/Pong>

* + Sector 8 – comprehensive artwork for a board game of my own design

<http://kevinomara.crevado.com/>

* Collaboration:
  + Rocket Car – hybrid between the classics Pong and Breakout

<https://github.com/kevin-d-omara/PongOut>

* + Physics Senior Thesis – Linear Algebra Angular Momentum Projection: collaboration with a professor, building on an existing project, to increase efficiency by an order of magnitude.

<https://github.com/kevin-d-omara/Physics-Senior-Thesis>

**Other**

* Oarsman for San Diego State Men’s Crew (2012-2014)
  + 5:00 am practice, 5 days a week
  + 30+ hours/week training
* Calisthenics (ongoing)
* Surfing (ongoing)