**Kevin O’Mara**

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

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: 3.68/4.00

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

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

**Languages**

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

**Frameworks & Technologies**

* Main:
  + Visual Studio, Git, Unity, Microsoft Office, Windows
* Experienced:
  + Linux, Photoshop
* Used in the Past:
  + Eclipse, ZeroBrane Studio (Lua IDE), LÖVE

**Projects**

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

[https://github.com/kevin-d-omara/PongOut](https://github.com/kevin-d-omara/PongOut%20)

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

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

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

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

* Collaboration:
  + Rocket Car – race against time on extraterrestrial race tracks

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

* + Physics Senior Thesis – Linear Algebra Angular Momentum Projection: increase efficiency of existing algorithm by an order of magnitude

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

* + Huckster – 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)