Kevin O’Mara

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1. [Install Monster’s Easy Submit](http://www.monster.com/MonsterResumeEasySubmit/Install/) add-in by clicking the “Install” icon on the menu ribbon.
2. Once installation is complete, **restart Word.**
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For any issues or questions, please visit the [Easy Submit installation support page](http://r.office.microsoft.com/r/rlidEasySubmitHelp?clid=en-US).

**To close this reminder, click the border and then press DELETE.**

<https://github.com/kevin-d-omara> • <https://www.linkedin.com/in/kevin-d-omara>

Education:

|  |  |
| --- | --- |
| **Master of Science: Computer Science** | **Expected Graduation: December 2017** |
| *San Diego State University (SDSU),* ***GPA: 3.88*** |  |
|  |  |
| **Bachelor of Science: Physics** | **May 2016** |
| *SDSU,* ***GPA: 3.66*** |  |

**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, C++, Java, Python, Lua, SQL+, Fortran, Bash, 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](https://github.com/kevin-d-omara/Dudes-in-a-Corridor) (in progress) – wrote a ray marching algorithm for precise line of sight detection on a grid

[PongOut](https://github.com/kevin-d-omara/PongOut) – a customizable hybrid between the classics Pong and Breakout, with the added fun of powerups!

*Team:*

[Rocket Car](https://github.com/kevin-d-omara/Rocket-Car) – managed a team of 4 to create a 3D racing game

[Physics Senior Thesis](https://github.com/kevin-d-omara/Physics-Senior-Thesis) – implemented matrix inversion to achieve 3x speedup of many-body Schrödinger approximation algorithm

[Huckster](https://boardgamegeek.com/filepage/116086/new-hero-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*** |