**Kevin O’Mara**

4985 Tierra Baja Way, San Diego, CA 92115 | C/H: (408) 840-9875 [kevin.d.omara@gmail.com](mailto:kevin.d.omara@gmail.com) | <https://github.com/kevin-d-omara>

**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: 3.66/4.00

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

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

**Languages**

* Main:
  + C#
* Experienced:
  + Fortran, Bash, C
* 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** (<https://github.com/kevin-d-omara> unless noted)

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

**Other**

* Oarsman for San Diego State University Men’s Crew (2012-2014)
* Calisthenics (ongoing)