# **Landon Ellis**

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## **EDUCATION**

BS Computer Science, GPA: 3.64

Purdue University, West Lafayette, IN

Graduation Date:
December 2020

COURSES: Data Structures & Algorithms, Analysis of Algorithms, Computer Graphics, Operating Systems, Computer Architecture, Computer Networks, Artificial Intelligence, Physics Mechanics

# **SKILLS**

Programming Languages

C++, C, C#, Java, SQL, Python, JavaScript, SQL, PHP, CSS, HTML

Tools

Visual Studio, Eclipse, Android Studio, OpenGL, Unity, SDL

# **PROJECTS**

#### Memorph C++, Windows

https://github.com/landone/Memorph

- DLL which injects itself into a process to covertly run functions and alter memory.
- DirectX context of process window is hijacked for drawing visuals.
- Simple interface used for designing multiple hacks.

## **Drone Ranger** *Unity, C#*

http://purduesiggd.github.io/projects/droneranger

- Worked with a team of students to develop a platformer RPG on the Unity engine.
- Made design decisions concerning gameplay and visuals.
- Programmed many functionalities including player controls and user interface.

## MC++ OpenGL, SDL, C++

https://github.com/landone/MCPlusPlus

- A recreation of Minecraft in a custom C++ OpenGL game engine.
- Efficient block culling to avoid excessive GPU draw calls.
- Collision detection for a more convincing physics simulation.

# Area 5188 Robotics Java, Arduino

http://area5188classifiedrobotics.com

- Lead Java programmer on FIRST robotics team.
- Motor control for smooth and accurate robot movement using gyroscopes and encoders.
- Vision-tracking based movement for adaptable adjustments.

## **AWARDS**

**Dean's List & Semester Honors** *January 2018 – Present* 

Purdue University

Recognition for achieving 3.5 GPA or higher both cumulatively and for the semester.