MASON ARMAND

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OBJECTIVE / BACKGROUND

To obtain an internship or professional position in the computer science industry that will allow me to utilize my programming experience and problem solving skills. I have been a hobbyist programmer since 2015. I've created many computer games in a variety of different languages. I've also created social websites that deal with databases and user management.

SKILLS

Programming
C • Java • Python • PHP • HTML/CSS

Technologies
SQL • Linux

PROJECTS

Experimental Game Jams (experimentaljams.com)   2023
Website where users can upload experimental games. Each month there is a new theme and users must create their game to match that theme. The website was created from the ground up in PHP, JavaScript, HTML, and CSS. It also uses MySQL for database management.

Tuxmino   2022
Open source falling block puzzle game written in C utilizing the Raylib library. The goal of this project is to create an experience similar to arcade stacking games, while also being flexible and customizable. Tuxmino also has support for lua, so users can create and share their own custom game modes.

Gupta   2023
Gupta is a game I wrote in C as a submission for my Experimental Game Jams website. It is a rogue-like game with chess-based movement.

masonarmand.com   2022
Static website showcasing my programming portfolio. Created using HTML and CSS.

scarbyte.com   2019
Personal website for showcasing my various hobbies including programming and photography. Mostly centered around game development. Created using HTML, CSS, and a little bit of JavaScript.

Boids2d-rs.   2023
Two dimensional boids flocking simulation. Written in rust using the Macroquad library for graphics.

EDUCATION

Bachelor of Arts in Computer Science (2nd Semester)
University of New Hampshire at Manchester