Paul Huffman

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Computer Science - Software Engineering

Computer science student seeking an internship in software engineering.

Technical Skills:

- 3 years of experience programming C/C++
- 3 years of experience programming Java
- 1 year of experience programming Python
- 1 year of experience programming Assembly on ARM
- 2 years of experience programming for Direct X
- 3 years of experience with Subversion
- 3 years of experience with Doxygen
- Minor experience with Computer Networking
- Basic knowledge and experience with 3D modeling, texturing, and shadow baking in Maya.

Education

Computer Information Technology Major   Aug. 2016 – May 2017

Northern Kentucky University

Computer Science: Real-Time Interactive Simulation Major   Sept. 2017 – Dec. 2019

DigiPen Institute of Technology

Computer Science Major   Expected Graduation Dec. 2022

Northern Kentucky University

Project Experience

U/I Designer   9/2017 – 12/2017

Probably Programmers   DigiPen Institute of Technology

- Worked with a team to create a text-based murder mystery game, everything in the game had to be created from scratch in C.
- Created major features of this game such as the notebook system, and NPC behaviors.
- Created all menus, splash screens, and credit pages.

Gameplay Programmer   1/2018 – 4/2018

Team Moonscale   Digipen Institute of Technology

- Created a 2D arena shooter with multiple waves of enemies written completely in C.
- Programmed enemy AI.
- Created a menu system, and character select screen.

Particle Programmer   9/2019 – 12/2019

StarByte   DigiPen Institute of Technology

- Created a scalable particle system for a 2D puzzle platformer.
- Implemented containers that were compatible with the STL in C++.