Nathan Cregut

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Summary

Current student attending Dakota State University studying Computer Game Design and Computer Science as well as continuing to study various concepts for computer science on my own. I work great in teams and have had experience programming small projects while participating in the last two years of Global Game Jam with the school as well as various other school events. I have also had the role of the lead programmer for different teams in various projects courses, working together to make a finished product.

Education

Computer Game Design B.S, Computer Science B.S, Center of Excellence Minor
Dakota State University, 08/14

· Expected Graduation – May, 2019

· 3.58 GPA

· 3 semesters of Academic Honors

Classes taken

Computer Science 1	*Computer Science 2*	*Object Oriented Programming*	*Assembly*
Data Structures	*Web Application Programming 1*	*College Algebra*	
Trigonometry	*Calculus*	*Discrete Math*	*Game Projects Courses*

Computer Skills

Languages

· C (advanced), C++ (advanced), C# (beginner)

· Assembly (beginner)

· Java (beginner)

· HTML (advanced), CSS (advanced), Sass (beginner), JavaScript (advanced), JQuery (beginner)

Software

· Microsoft Word, PowerPoint, Excel

· Visual Studio, Sublime Text, Atom

· GitHub, SourceTree, Git, SVN, Trello

· Unity, Game Maker

· Photoshop, Illustrator, Aseprite

Work Experience

Computer Science / Math Tutor, *Dakota State University   Madison SD, 08/16 – Ongoing*

· Work with students to help develop skills in programming languages and mathematics

· Keep a calm environment while working with students under high stress

Cashier, *CHB Cooperative*   *Sturgis SD, 05/15 – 08/15*

· Close the store

· Handle customer relations

· Utilize time management to complete work in timely manner

References available upon request