

Nicholas Saunders

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Introduction:

Digital Arts and Sciences major at the University of Florida. My Interests are in computer programming, software development, and exciting new technologies. Learning programs and new tools to create unique fun content is my passion.

Education:

- Santa Fe College Associates of Arts in Engineering (May 2016) GPA:3.88
- University of Florida Digital Worlds Institute Bachelors of Arts in Digital Arts and Sciences(May 2017) GPA: 3.7

Past Experience:

- “Kinect Synthesizer” made with a group of students using Processing and the J4K API. This applet uses the Microsoft Kinect to track the location of the user and allows them to control a virtual keyboard with synthesized sounds.
- Created a WebGL application for Intel in the Systems Design Colloquium at U.F. Intel supplied computers and Android tablets to create a web application using their API, Javascript, and WebGL. The finished web app can be found at <http://research.dwi.ufl.edu/demo/intel/nicholas/>.
- Samsung Gear VR and Google Cardboard Android app development using the Google VR SDK plugin for Unity.
- More information about past project can be found at the webpage above

Current Projects:

- Development of a mobile game for Android using the Unity 3D engine with the working title “Shape Tracer”. The latest build is available for download and trial on any Android device on the web page above in the “Android APKs” window.
- Working with Dr. Angelos Barmpoutis and one other peer to create an API in Javascript for later use in a web based social scripting environment where users will be able to upload and download content for use in their own projects.

Skills:

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| • Object oriented programming | • Adobe Photoshop and Illustrator |
| • Javascript/HTML and WebGL | • Maya 3D animation |
| • Unity 3D and C# | • Eclipse IDE |
| • Android App development | • Processing IDE |