

Derek

Skilled generalist. A self-starter that can learn anything.

PROJECTS

Project UG — *Real Time Strategy Game*

- Coded in C++ using the SDL libraries.
- Features include: dynamic pathfinding for multiple units at once; complex user control including boxed selection; aggressive AI for enemy units; camera scrolling across the map, and more.

Doublet — *Tetris Variant*

- Coded in Rust using the Piston and specs libraries.
- Team-built using GitHub for version control and code review.

For source code: github.com/nyghtly-derek

For more projects: nyghtly.me

WORK EXPERIENCE

Boston Health Care for the Homeless — *Case Manager*

AUGUST 2016 - JUNE 2018

- Worked closely with clinical team to treat social determinants of health among patients with co-occurring psychiatric and medical conditions.
- **Built and shipped** an internal wiki designed for aggregating formerly scattered and out-of-date case management resources and procedures. Used **Amazon Web Services** for server hosting. **Currently in commercial use** by entire Case Management team (~30 staff) and partner agencies. (<https://cmwiki.bhchp.org/>)

EDUCATION

Bachelor of Arts — *GPA: 3.8/4.0*

AUGUST 2012 - MAY 2016

- Major: English
- Minors: Computer Science and Chinese
- Fulbright semi-finalist to study CS at Newcastle University.
- Assistant teacher for advanced English classes, thrice.
- Peer mentor and orientation leader for first-years, twice.

LANGUAGES:

Python
Rust
C++
Java
Javascript

OS:

Linux
Windows

DEV TOOLS:

Git
Make
Bash
VSCode
Android Studio
AWS (EC2, SES, IAM)
Brackets

LIBRARIES:

SDL2
Piston
specs
Google Maps API

MARKUP:

HTML5
CSS3
Markdown
DokuWiki

OTHER SKILLS:

Mandarin
Photoshop