

Paul Adeya-Martins
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OBJECTIVE

To obtain an entry level software internship or junior position in the tech industry utilizing my relevant experience, technical expertise, and problem solving skills.

EDUCATION

Texas Tech University, Lubbock, TX
Major: Bachelor of Science in Computer Science GPA: 3.0

Selected Coursework: Data Structures (Java), Web Design, Database Applications, Distributed Systems, Computer Systems (C and Unix), and Game Development.

SKILLS

Coding:

◇ C/C++, JavaScript, HTML, CSS, Three.js, Ruby, GSAP
Technologies/Environment:

◇ Windows, Win32 API/GUI, Linux, MySQL, OpenGL, ASP.NET

Photography/Videography and VFX:

◇ Blender (3D), Premier Pro, After Effects, Photoshop

EXTRACURRICULAR

Music Production/Audio Engineer
2018-

◆ Have an extensive list of projects with 3 separate professional studios, turning my hobby into a professional career.

PROJECTS

Paul's Port (Summer 2022)

◆ An HTML5 website portfolio designed with CSS.

Luvlyap.com (Fall 2021)

◆ A website designed for a streetwear fashion brand.

Pong with Unity (Spring 2022)

◆ A game of pong made in unity coded in C#

Snake with Python (Summer 2022)

◆ A classic game of snake coded with Python.