Paul Merritt

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Education

New York University, New York, NY   **May, 2018**

Bachelor's Degree: Computer Science;
Minor: Game Engineering

Skills

Computer Programming: Python, Processing, Java, HTML5/CSS, C#, C, C++, Unity 4, Visual Studio 2013
Computer Skills: Git, MS Office, Adobe Premiere Pro, Adobe Photoshop, Audacity, OBS
Languages: Conversational Spanish and Hebrew

Work Experience

Jackson Lewis, Los Angeles, CA   **Technical Intern**   **June-August, 2016**
- Re-imaged company computers: Updated OS with a network boot to a company client.
- Took calls and solved issues among staff including Outlook organization, and software troubleshooting.

ReviewInc, Woodland Hills, CA   **Software Development Intern**   **June-July, 2015**
- Wrote several programs critical to the startup's business workflow using C# in ASP.Net in Visual Studio 2013.
- Created Excel spreadsheet (.xls, .xlsx, and .csv formats) uploader for batch imports of client companies' data.
- Developed program to collect spam or blacklisted email addresses and prevent their future use.
- Collaborated on UI functionality development and appearance improvements.

Programming Projects

Java to C++ Transpiler (Java, XTC, SBT)   **September-December, 2016**
Group project implementation of a Java 7 to C++ transpiler for the Object Oriented Programming (OOP) class.
Written in Java using XTC libraries and SBT as a builder.
- Input: Java 7 source code with inheritance & virtual methods.
- Output: C++ source code without inheritance.
- Generate AST from Java source file, visit and mutate AST for C++ header, implementation, and main files.

Challonge Bracket Reader (C#, HTTP RestRequest)   **July-November, 2016**
Personal project for tracking players' wins and losses in tournaments hosted on challonge.com
Written in C# making HTTP RestRequests to Challonge's API for accessing data.
- Prints wins/losses for every player (or a particular player from user input) of a particular Challonge.com bracket.
- Requirements: Challonge api key, Challonge Tournament Name, optional: Player name/tag

Intro to Game Programming Assignments (C++, OpenGL, SDL)   **February-May, 2016**
- Developed Pong, Space Invaders, a Side-Scrolling 2D Platformer, a 2D Top-Down Perspective Shooter.