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: C#, Java, C++, C, JavaScript, HTML5/CSS, Python, Processing, Unity 5, Visual Studio 2013
Computer Skills: Git, MS Office, Adobe Premiere Pro, Adobe Photoshop, Audacity, OBS, Maya
Languages: Conversational Spanish

Work Experience

City of Los Angeles ITA, Los Angeles, CA   **Software Development Intern**   **May-August, 2017**
- Used C# and Unity to build an Augmented Reality (AR) program for the Information Technology Agency (ITA) as part of a project for the Los Angeles City Fire Department.
- Constructed 3D models and their animations for the program.
- Worked closely with the engineers at DAQRI, the AR headset company, during development.
- Collaborated with the City of Los Angeles QA team on testing plans.
- Presented demonstration to senior staff in the office of the Mayor of Los Angeles.

Jackson Lewis, Los Angeles, CA   **Technical Intern**   **June-August, 2016**
- Re-imaged company computers for large legal firm; Updated OS with a network boot to a company client.
- Took calls and solved issues among staff, including MS Outlook integration, and various 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.
- Made unit tests for automated testing of the programs.

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 and 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.