

Paul Tilley

Binghamton University
ptilley1@binghamton.edu
pixlark.github.io

Education

Binghamton University, Watson School of Engineering
Bachelor of Science in Computer Science

Graduating May 2022

Technical Skills

Languages (from most to least experienced): C, Python 3, Rust, C#, Lisp
Proficient in a Linux environment, especially C-related—lots of experience with GCC, GDB, and Valgrind.

Engineering Experience

Winter

December 2018

A fully-featured, dynamically typed, interpreted programming language written in pure C.

Ludum Dare

2016-2018

Participated in five Ludum Dares since 2016, a Game Jam contest where the goal is to program an entire video game in 48 hours. Submissions under the username *pixlark*.

Brainf*ck Compiler

January 2019

A compiler that compiles the esoteric language Brainf*ck into x86_64 assembly language.

Serve

May 2018

Python3-based chatroom client/server.

Competitions

ICPC Greater NY Regionals 2018—Team Bearkittens

November 2018

Out of the three teams sent by Binghamton, our Freshman/Softmore team did the best.

5th Place—Bloomberg CodeCon @ Binghamton 2018

November 2018

Won a ticket to Bloomberg's NYC CodeCon Finals in February 2019.

Bloomberg Codecon Finals

February 2019

Traveled to NYC to participate. Placed 98th.

Clubs

Binghamton ACM

2018-2019

HackBU

Finished out HackBU's 2019 hackathon with a team of four people.

2019

Misc

Participated in NaNoWriMo 2018 by writing a 50K word manuscript entitled "Rough Dreams" 2018