

Quinn Romanek

Present Address

2725 Channing Way
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Contact

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Education

University of California, Berkeley

Electrical Engineering and Computer Science, expected May 2016

Classes: Data Structures, Algorithms, Machine Structure & Assembly

GPA: 3.6

HB Woodlawn High School

GPA: 4.2, SAT: 2350

National Merit Scholar Winner

Experience

Visualization Programming Intern

Zoomdata

Summer 2013

- Built data visualizations using Javascript and the d3.js library for a 20 person big data startup.
- Created custom pre-sales visualizations for AOL and demoed to them directly. AOL later signed as the first customer.
- Example: the pie chart at <http://zoomdata.com/demos>

Personal Projects

- **YHB Ultimate:** <http://youtu.be/N2CscrLvZMo> (Demo Video)
 - Ultimate Frisbee simulation video game, did all programming with the Unity3D engine using strictly-typed Javascript.
 - Implements AI for offensive and defensive players that mirrors realistic Ultimate strategy.
 - Features one on one online gameplay implementing Unity's networking libraries.
- **Dynasty:** <http://quinnromanek.com/dynasty1.0.1.jar> (JAR Download)
 - Wrote "Dynasty," a basketball management simulation game.
 - Written in Java using the GTGE game engine, displayed with ASCII art.
 - Players' stats are randomly generated, and game outcomes are based on timed dice rolls.
- **Global Game Jam 2014:**
 - Competed in the 48-hour Global Game Jam at the San Francisco site in a 2-man team.
 - Worked on a top-down 2D RTS game using Java and Libgdx.
 - Implemented A-star pathfinding and procedural map generation.
- **Room Draw Simulator:** <https://github.com/quinnromanek/roomdraw> (GitHub repo)
 - Created a full-stack web app to expedite my house's room selection process.
 - Used javascript and d3.js for an interactive SVG floorplan on the front end.
 - Implemented a websocket server using C and libwebsocket to push real-time updates to all clients.

Programming Experience

Proficient in: Java, Python, C, Javascript

Experience with: C++, HTML/CSS