

Robert Ferrell

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Education

Louisiana State University (LSU) – Baton Rouge, LA

Bachelor of Science in Computer Science | GPA: 3.9

Relevant Coursework: Data Structures, Object-Oriented Design, Operating Systems, Systems Programming, Databases, Cybersecurity, Computer Organization, Game Design

Technical Skills

Languages: JavaScript, TypeScript, Java, Python, C#, C++, SQL, HTML/CSS

Frameworks/Technologies: React, React Native, Redux, Unity, PostgreSQL, Supabase, Firebase, JUnit

Developer Tools: Git, GitHub, VS Code, IntelliJ, Eclipse, PyCharm, Figma

Project Management & Communication: Scrum, PERT, JIRA, Slack, Discord

Software Engineering Projects

Graphics Engine | *OpenGL, C++, GLSL, GLFW, GLM* / Summer 2025

- Developed a custom Graphics engine from scratch using OpenGL, GLFW, and GLM for real-time rendering
- Implemented a core rendering pipeline, including shader management, camera controls, and a flexible vertex layout system.
- Core graphics features such as transforms, lighting, model loading, and shader hot-reloading.
- Constructed an extensible architecture for future additions such as physics or scene management.

The Catch – Conceptual Dating App | *React Native, Figma, Git, Firebase* / Fall 2024

- Co-created a feature-rich mobile dating application focused on user retention and monetization strategies.
- Conducted market research to guide technical and design decisions.
- Engineered front-end architecture in React Native; managed component integration using Git workflows.
- Delivered a high-impact investor pitch, earning top score based on product viability and technical depth.

Rooted in Math – Hackathon Puzzle Game | *Unity, C#, Git* / Spring 2023

- Built a 2D educational math game during a 38-hour hackathon; earned 1st place among competing teams.
 - Programmed a procedural equation generator in C# to ensure content diversity and player engagement.
 - Applied Unity's event-driven scripting to manage game logic and UI interactions.
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Leadership & Achievements

- **First Place**, WICS/SSL Hackathon – *April 2023*
- **First Place**, GDC Summer Game Jam – *Summer 2023*
- **Second Place**, SASE Hackathon – *October 2023*
- **Tiger AI Certification**, LSU – *May 2024*
- **Officer**, Google Developer Student Club – *August 2023–May 2024*
- **Dean's List** (5 semesters) | **President's List**, Fall 2024