Kyle Rosenau

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Education

Chemeketa Community College, Salem, OR
Computer Science   GPA: 4.0
September 2017 - June 2019

Oregon State University, Corvallis, OR
Bachelor of Science, Applied Computer Science   GPA: 3.67
September 2019 - Expected June 2021

Technical Skills

Languages: C++, HTML, CSS, PHP, JavaScript, OpenGL, C#, SQL
Software: Unreal Engine, Unity, Blender, GitHub, Visual Studios, phpMyAdmin

Experience

May Trucking Company: IT Intern   June 2020 - Present
- Designed and implemented a new intranet page for the company combining multiple web pages that were out of date.
- Attended tri-weekly meetings with the IT team.

Sprague High School: Head JV Lacrosse Coach   January 2018 - June 2019
- Wrote practice plans to help improve students' skills.
- Ran practices and games.
- Available to students for problems on and off the field.

Projects

Modern Art Museum (2020): Using Unreal Engine 4
https://drive.google.com/drive/folders/1imJPa41lIpLrGaRSRp_R1UxE_gI_tJZg

Snow Globe (2019): Using OpenGL
https://media.oregonstate.edu/media/t/0_1yic4p4z

Frontier (2017): Using Unity
https://youtu.be/vktVAZexxpU

Reflection/Refraction/Bump Mapping (2020): Using OpenGL
https://media.oregonstate.edu/media/t/0_k3qpvre7

Image Manipulation (2020): Using OpenGL
https://media.oregonstate.edu/media/t/0_a5h07u8r

Balloon Rat (2020): Using OpenGL
https://media.oregonstate.edu/media/t/0_89r8idh9