

```

using Resources.Coffee;

public class DrewGingerich : Human, IDancer, IDDeveloper {

    public static Dictionary<string, Url> contactInfo = new Dictionary () {
        { "GitHub", new Url("github.com/drewgingerich")},
        { "LinkedIn", new Url("linkedin.com/in/drewgingerich")},
        { "Email", new Url("gingerich93@gmail.com")},
    };

    public void Start () {
        if ( shuckleIsBestPokemon == True ) base.PrintResume();
    }
}
}

UU-:----F1 resume.cs Top L14 Git:master (C#-mode) -----
Drewtooroo 02:06AM [ResumeDir]$ bash ./prepare_resume.sh
Typesetting document...Done
Drewtooroo 02:07AM [ResumeDir]$

UUU:***F1 *shell* All L1 (Shell:run) -----

```

## The Nutshell

After four years of studying chemistry, a great mentor helped me to realize that I want to be a game designer. Using the critical thinking I've developed as a scientist, I've set out to bring myself from "Strangely Computer-Illiterate Millennial" to a competent game designer and programmer in my own right. I would be overjoyed to accelerate this process and work with similarly driven and passionate people at a game studio.

## Work

*Research Assistant II - Oregon Health and Science University, Portland, OR* (June 2016 - present)

- Responsible for imaging proteins at cryogenic temperatures using a state-of-the-art electron microscope.
- Modernized the lab by integrating new software tools, sample preparations, and imaging techniques.
- Moved data processing from a local Linux desktop to the OHSU Advanced Computing Cluster.
- Developed Bash scripts to automate image processing on the supercluster.

## Design Projects

### Gladiatorzzz Unity Game

Developing a turn-based combat game and pursuing the challenge of finding a way to create room to maneuver in combat without using physical space.

- Developed a highly general combat system using C# events and component-based design.
- Created data-driven fighter and ability systems using Unity's ScriptableObject.
- Focused on a decoupled, modular code architecture to ease future development.
- Constructed custom inspectors to help visually create fighters and abilities.

### Safe Journeys Web App

Creating a web application that connects communities vulnerable to discrimination with allies that can act as a buffer and help de-escalate situations.

- Enabled geolocation using a Django/GeoDjango backend and PostgreSQL/postgis database.
- Constructed a RESTful API with Django REST framework.
- Designing a reactive front end with Angular2.

## Technical Skills

### Software:

Unity, Django, Git, Linux, OS X

### Programming:

C#, Python, Bash, HTML5

### Working Knowledge of:

Angular2, SQL, Javascript, Typescript, Objective-C, C, LaTeX

## Education

*Reed College, Portland, OR*

Bachelor of Arts in Chemistry, 2015

## Slice of Life

- Founded the Dance Dance Revolution club at Reed my senior year.
- Love video games: recently Night in the Woods, Dark Souls III, Crypt of the Necrodancer, and Persona 5.
- Perform aerial silks and rock climb.
- Passionate about anime, but I'm also very picky (too many bad tropes!).
- Hip-hop dance, inspired by Les Twins and Waydi.