Cody Tipton

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Skills

- Category Theory/Algebras
- Differential Geometry/Algebraic Geometry/Linear Algebra
- Ability to absorb and implement new techniques
- C++(6 months on weekends/breaks)

Hobbies and Projects

Game Engine – Independent project (Code on GitHub)

- Building a game engine using C++ and OpenGL.

- Animations/ Collision using convex regions/Entity,Component, and System data structure.

- Working on animations still, but will start working on more complex collision (non-convex regions) and physics engine

Simple Top-Down Zombie Survival shooter game

- Built in python using Pygame

Computational Geometry Algorithms (On GitHub)

- Learn and code computational geometry algorithms during the weekend.

Work History

Graduate Teaching Assistant at University of Washington   2017-Current

Graduate Teaching Assistant at University of Texas at Arlington   2015-2017

Education

University of Washington   2017-Current

- Working on PhD in Mathematics.
- Course work in Differential Geometry, Algebraic geometry, and non-commutative geometry and algebras
- Received the McKibben and Merner Fellowship for academic excellence 2017-2018 (2 recipients a year)
- Expected graduation year is 2022

University of Texas at Arlington   2010-2015

- BS in Mathematics
- Vice-President of the Mathematical Association of America in 2013-2014
- Graduate Student in Mathematics from 2015 to 2017