

Skylar Beaty

Education

B.S Computer Science at Kent State University

May 2021 GPA 3.7

- Learned and applied agile development in Software Engineering, used Scrum Framework in Game Development Practicum with nine programmers
- Studied various techniques like memory management, version control, and design patterns over the course of my degree
- Took courses such as Computer Graphics, Game Programming, and Artificial Intelligence
- Studied Linear Algebra and Calculus with Analytic Geometry

Projects

Pathfinding with Unity Tilemap (view on [GitHub](#))

- Uses Unity Tilemap to turn the level's geometry into pathfinding graph data
- Implements A* for random point to point in C#
- Uses Dijkstra's algorithm and path tracing for quick paths to a common goal

World Curvature Shader (view on [GitHub](#))

- Implements a vertex displacement shader to offset the objects in a scene along a parabola to make a curve
- Uses Unity's Shader Graph system, as well as C# to controller the shader and camera at runtime

Server Administration

- Setup and runs Ubuntu server using OpenSSH (with RSA encryption), Windows Terminal and Filezilla
- Hosts a game server and media streaming services
- Runs multiple applications through docker including Jellyfin, AMP (MC), Portainer, Homarr, and Gluetun
- Setup port forwarding for applicable services

Phase Drift (play on [Itch](#))

- Developed for and published cross-platform
- Created a custom solution to random stage generation
- Iterated upon though user feedback
- Makes use of Unity features like Scriptable Objects and particle systems

Work Experience

GE Healthcare, *Electromechanical Assembler*

Target, *Sale Associate*

Contact Information

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GitHub github.com/skylarbeaty

Portfolio skylarbeaty.github.io

Itch buffering13.itch.io

References

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Researcher and Professor, Kent State

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Human Resources, Target

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Skills

Communication

Creative Problem Solving

Data Structures

Attention to Detail

Procedural Generation

Remote Collaboration

Agile Development

Creating Workflows

Languages

C#

C++

Javascript/HTML/CSS

Python

PHP

SQL

Development Tools

Unity

Microsoft VS Code

Microsoft Office

Adobe Suite

GitHub