Paul Adeya-Martins

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OBJECTIVE

To secure an entry-level software internship or junior position in the tech industry, leveraging my relevant experience, technical expertise, and problem-solving skills.

EDUCATION

Texas Tech University, Lubbock, TX
Bachelor of Science in Computer Science | GPA: 3.0

Selected Coursework:

Data Structures (Java)
Web Design
Database Applications
Distributed Systems
Computer Systems (C and Unix)
Game Development

SKILLS

Coding:
C/C++, JavaScript, HTML, CSS, Three.js, Ruby, GSAP

Technologies/Environment:
Windows, Win32 API/GUI, Linux, MySQL, OpenGL, ASP.NET

Photography/Videography and VFX:
→ Blender (3D)
→ Premiere Pro
→ After Effects
→ Photoshop

EXTRACURRICULAR

Music Production/Audio Engineering
2018-Present

Collaborated with three professional studios, transitioning a hobby into a career.

PROJECTS

Paulthedev.pro (Spring 2023)
* Developed an HTML5 portfolio website using CSS.

Filesforlater.com (Spring 2023)
* Created a website for the music blog FilesforLater with Anime.js.

Squeezyp.com (Summer 2023)
* Designed an artist landing page website.

Luvly Games (Spring 2023)
* Completed two game development projects, Pong w/ Unity and Advance (The Demo) w/ Godot 3.0.