

Tate Still

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(386) 314-3362

Education

University of Central Florida

Bachelor of Science in Computer Science

Graduation: May 2023

3.2 GPA

Relevant Coursework: Artificial Intelligence, Machine Learning, Computer Graphics, Robot Vision, Processes for Object Oriented Software Design, Security in Computing, Systems Software

Technical Skills

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|----------------------|-----------------------|-------------------|
| • Java / JavaScript | • Data Visualization | • Android Studios |
| • Python / C | • Database management | • MongoDB |
| • Unity | • React | • MySQL |
| • Express.js | • Bootstrap | • GraphQL |
| • Node.js | • C# | • Agile |
| • Tensorflow / Keras | | • Web Development |

Experience

RealityFlow: Open-Source Visual Scripting VR Tool

Orlando, FL

Frontend Developer

September 2022 – Present

- Designed and developed frontend of React website for RealityFlow to enable users to create accounts, manage permissions, and view rooms.
- Overhauled VR UI in Unity for social features and designing new systems for room management.
- Developed telemetry for recording authoring actions and social interactions.
- Developed with React, Bootstrap, GraphQL, and Unity, working in an Agile workflow with pair programming sessions.

Computer Graphics Project – Tank Game

Orlando, FL

Team member

August 2022 – December 2022

- Developed arena tank shooter game from ground up, including the shaders, physics engine, and game logic.

Processes for Object Oriented Software Design

Orlando, FL

Software Developer

August 2021 – December 2021

- Designed Mobile Poker Game app with 3 other team members.
- Spearheaded development and directed meetings between team.
- Developed using Android Studios and Node.Js