

Palm Harbor,  
Florida

# Thaddeus Muchnok

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Education	<b>University of Florida</b> BS Computer Science	Expected <b>Spring 2023</b> Gainesville, Florida
Relevant Coursework	<b>Current:</b> Programming Language Concepts. <b>Previous:</b> Operating Systems, Intro to Software Engineering, Intro to Computer Organization, Data Structures, Discrete Math, Programming Fundamentals 1&2, Creating Mobile Games.	
Experience	<b>Custer Group LLC Internship – (Summer 2019)</b> <ul style="list-style-type: none"><li>Worked at a startup, communicating with potential customers</li><li>Applied graphic design skills on company slides.</li></ul>	
Projects	<b>WAD File System</b> <ul style="list-style-type: none"><li>Developed a Linux program which extracts data from a WAD file, organizing it into directories and files which can be mounted and navigated through on the system file system.</li><li>Used C++ with FuseApp, to take a user inputted file, organize files, display, and mount in a directory format, giving read-access to files stored in the WAD file.</li></ul> <b>Personal Website</b> <ul style="list-style-type: none"><li>Made a website to show off education, experience, and projects.</li><li>Made by scratch in Visual Studio code using HTML and CSS.</li></ul> <b>Game Development</b> <ul style="list-style-type: none"><li>Developed games for five years with C# using Unity.</li><li>Influential in teaching Object Oriented programming, and efficient coding practices.</li></ul>	
Certifications	<b>Microsoft:</b> Word, PowerPoint, Excel, OneNote <b>Adobe:</b> Photoshop, InDesign, Illustrator <b>Programing:</b> Unity	
Technical Skills	<b>Programming Languages:</b> C#, Java, C++, C, HTML, Python, CSS <b>Frameworks:</b> Linux, Android, Windows <b>Graphic Design:</b> Krita, Photoshop, Illustrator. <b>Tools:</b> Unity, Microsoft Visual Studio/Code, GitHub, Blender, Android Studio, Agile Software Development.	
Leadership	<ul style="list-style-type: none"><li>Project manager for group in <i>Intro to Software Engineering</i></li><li>Member of Game Developers Association, Board Game club, and Environmental Clubs at University of Florida.</li></ul>	
Achievements	<ul style="list-style-type: none"><li>Publishing a game, “Jet Journey,” onto Google Play.</li><li>“Innovative Gameplay” Award for Gator Game Jam 2021</li></ul>	
Interests/Hobbies	Art, Animation, Videogames, Game Development, Astronomy	