Thaddeus Muchnok

Palm Harbor, Florida

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[Website](#) - [LinkedIn](#) - [GitHub](#)

Education

University of Florida   Gainesville, Florida

M.A. Digital Arts   **Summer 2023 - Expected Spring 2024**
B.S. Computer Science   **Fall 2019 - Summer 2023**

Relevant Coursework:
    Computer Graphics, Programming Fundamentals, 3D Modeling & Animation

Experience

Software Engineer Intern (*May 2022 – October 2022)*
Nelnet Inc.

- Implemented over 100 automated test cases for mobile app and website
- Fixed over 10 bugs per build
- Utilizes Object-Oriented Programming (C#) and Agile/Scrum practices

Projects

Eden's Inferno ▶

- Action Shooter game made in Unity with a focus on player movement
- 25+ shaders (Shadergraph and HLSL)
- 100+ Unique prop models
- 8 unique character models (Rigged and Animated)
- 150+ Unique C# Scripts

Custom Lighting System ▶

- Lighting Shader developed to bypass Unity's pipeline limitations in regards to how the engine handles light attenuation
- Uses both ShaderGraph and HLSL code

Technical Skills

C#, Java, C++, HLSL, HTML + CSS, Python, JS, OpenGL
Unity, Blender, Maya, Substance Painter, 3D Modeling + Animation + Rigging, Git, Unreal Engine, VR/AR, Linux & Android Development

Certifications

- Microsoft Office Specialist: Master on Microsoft Office 2013
- Unity Certified User: Programmer
- Introduction to Programming Using HTML & CSS

Leadership

- Project manager for Software Engineering class
- Project leader for Senior Project

Achievements

- Published "Jet Journey" to Google Play in 2020
- "Innovative Gameplay" Award for Gator Game Jam 2021

Interests & Hobbies

Art, Animation, Dogs, Games, Game Development, Astronomy, Exercising