

# P. Claude Peon

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## OBJECTIVE

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To find a part time software engineering internship with a technology driven company in Atlanta in the Spring of 2018

## SKILLS

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**Languages:** Java, C#, Python, JavaScript, TypeScript, C, HTML, CSS  
**Computer:** Linux, GitHub, Angular, Bootstrap, Django, IntelliJ Idea, Windows, Mac OS  
**Hardware:** Arduino, Raspberry Pi, assembly and maintenance of personal computers  
**Concepts:** Scrum, Agile, human centered design using the Double Diamond Principle

## EDUCATION

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**Georgia Institute of Technology**  
**Bachelor of Science in Computer Science**

**Atlanta, Ga**

*January 2016 - Present*

*Expected Graduation: May 2018*

- Threads: Media and People
- GPA: 3.3, Major GPA: 3.5
- Relevant Coursework: Data Structures and Algorithms, Computer Organization and Programming, UI Design, Video Game Design, Graphics Programming

**Georgia Perimeter College**  
**Associate of Science in Computer Science**

**Dunwoody, Ga**

*August 2012- July 2015*

- GPA: 3.4, Major GPA: 4.0

## EXPERIENCE

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**Georgia Institute of Technology**  
**Student Assistant / Recycling Department**

**Atlanta, Ga**

*January 2017 - May 2017*

- Successfully managed the marketing sub-committee for Georgia Tech's Earth Day event
- Created multiple designs for banners to be used on campus and at events
- Lead the office supply exchange program for the Georgia Tech Earth Day

## PROJECTS

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**Freemind 1.0: Unity C# Game**

- A 3D, 3rd person atmospheric puzzle stealth game featuring enemy AI
- Designed core gameplay concepts and five unique levels
- Programmed game mechanics using C#
- Utilized advanced sound design techniques including sonification

**Amazing Me: eBook Games**

- Designed and implemented multiple games to evaluate the developmental milestones of children
- Implemented games using JavaScript and integrated with eBook created by the CDC using Angular

**R-Ecycle Prototype Smart Bin**

- Participated in observational activities to create a human centered design based on user feedback
- Designed a high fidelity prototype of a smart recycling bin
- Prototype utilizes Arduino with ultrasonic distance sensor to detect and report full capacity to recycling staff

**Canteen: A Water Tracking App**

*Canteen-water.org*

- An application which crowdsources the locations of clean water sources
- Implemented with Java, JavaScript, and Django

## ACTIVITIES

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VR Dojo Meetup: weekly Unity virtual reality training