**TRISTAN L. FITZWATER**

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# ***Education***\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* ***The Ohio State University – GPA 3*.*175 – Estimated Graduation Date May 2019***
* B.S in Computer Science and Engineering – Fall 2015 to Present

***Skills***\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* Java, C#, HTML, CSS, JavaScript, Python, SQL
* Visual Studio, Unity, Eclipse, MonoDevelop, GitHub, MDM

***Experience***\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

# ***Java Intern – Nationwide Insurance – Summer 2018***

* Worked on an Agile Line to create services for Nationwide Financial and Insurance to quickly update, access, and send Distribution Partner Information from the database.
* Developed new services, updated databases, and wrote technical documentation for new and existing services inside Nationwide IT emphasizing readability, scalability, and reusability

# ***Intern - D+S Distribution Inc. – Summer 2017 – Spring 2018***

* Designed and developed an animated status board to the IT manager’s specifications. This display is currently shown in the corporate office on a 49” television.
* Customized the company’s help desk to the IT manager’s specifications. The IT staff now use this system for logging and distributing all IT tasks. Created instructions for further changing the system whenever necessary.

# ***Vice President / Treasurer – Ohio State Game Creation Club – Fall 2017 to Present***

* Directed weekly club meetings to teach students about game development and programming practices
* Planned and coordinated Game Jams, where students created groups to create a video game in under 48 hours. Eight groups of new students attended and created working video games to be shown at the GDEX Game Development Convention.

***Projects***\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

***Face the Music VR Game – OSU Hackathon – Fall 2017***

* Created an algorithm in C# that took an audio file through Unity, and created a beat map to be used by the game to create individual levels
* Used Unity, an HTC Vive, and Steam VR to create a rhythm game to compete in the Ohio State Hack-a-thon.

***D+S IT Display – Summer 2017***

* Designed and developed an animated status board using HTML, CSS, and JS that displays IT statistics such as average ticket response time, location up time percentages, and recently opened and closed tickets.
* Display takes a report from the IT ticking system and updates the display board every five minutes to provide accurate, up to date information.

***Robots on a Tower Game – OSU Game Jam – Fall 2017***

* Created a functioning video game in under 48 hours using the Unity game engine and C#.
* Collaborated with a team of programmers, musicians, and artists to develop a video game using only a short phrase as a basis for ideas.