Tanat Boozayaangool

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Objective To apply and pursue further knowledge in game development through a

cooperative education position or paid intern position for the summer of 2017.

Education Rochester Institute of Technology, Rochester, NY GPA 3.86 / 4.00

Bachelor of Science in Game Design and Development

Expected Graduation: May 2019

Awards: International Student Scholarship, Dean's List (Fall 2015 - Spring 2016)

Skills Language/Engine: C#, HTML5/CSS3, Python, jQuery

APIs: Unity, RenPy, .NET, MonoGame, XNA

Software: Illustrator, Photoshop, Maya

Selected 2D - Physics (C#/Simulation)

Personal Project

Projects Explored various algorithms to fully understand the fundamental elements

involved in building a physics engine through this personal project.

Blank Canvas (C#/Game)

Group Project

Developed a 2D platformer game with C# and MonoGame in which players use

various colors to solve puzzles in this team project.

Building Relationships (Python/Game)

Personal Project

Built a dating simulator for buildings on Python and RenPy.

Work Residence Hall Association - Graphic Designer

Rochester, NY (2016 - Present)

Experience Designs graphics for publicity and marketing, while exhibiting leadership

qualities as part of the executive board.

IBM - Software Development Intern

Bangkok, Thailand (2016)

Implemented IBM Watson's cognitive abilities to develop different

applications across various platforms to exhibit the capabilities of Watson.

The Dining Commons - Food Service Worker

Rochester, NY (2015 - 2016)

Worked with various co-workers to provide adequate service at an efficient

pace.

Extracurricular Electronic Gaming Federation, *Author*

media.egfederation.com

Writes articles regarding game design elements and game theory in games

such as Hearthstone.

Computer Science House, *Active Member*

csh.rit.edu

Participates in an organization that promotes learning through personal projects.