

Tanat Boozayaangool

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Objective	To pursue further knowledge with a cooperative education for summer 2017.	
Education	Rochester Institute of Technology , Rochester, NY Bachelor of Science in Game Design and Development <i>Expected Graduation: May 2019</i> Awards: International Student Scholarship, Dean's List (Fall 2015 - Spring 2016)	<i>In-Major GPA 4.00 / 4.00</i> <i>GPA 3.89 / 4.00</i>
Work Experience	Rochester Institute of Technology - Resident Advisor Rochester, NY (2017 - Present) <ul style="list-style-type: none">- Creates an engaging and safe living-learning environment for residents.- Organizes community engagement events to promote inclusion and well-being. Residence Hall Association - Graphic Designer Rochester, NY (2016 - Present) <ul style="list-style-type: none">- Designs graphics and posters to promote our events and services.- Organizes activities to provide a fun and supportive environment for residents. IBM - Software Development Intern Bangkok, Thailand (2016) <ul style="list-style-type: none">- Developed applications for various platforms that exhibit Watson's capabilities.- Fixed the front-end of the Watson Business Case Competition's website.	
Skills	Languages: C#, HTML5, CSS3, JavaScript, Java, Python Tools/Framework: Unity, jQuery, .NET, Git, RenPy, MonoGame, XNA	
Selected Projects	Fantasy Forest (C#, Unity) - Personal Project, Simulation goo.gl/mzv4LM Built a fantasy forest where autonomous characters behave and interact using algorithms such as complex path following, leader following, and flocking. AR Hackathon Project (C#, HoloLens) - Group Project, Simulation Programmed an application for the HoloLens where users can spawn random objects to interact with the room using either voice commands or gestures. Game Jam (C#, Unity) - Group Project, Game goo.gl/91oKQL Coded a team-based game in which two players must control one character and combine specific spells to fight off monsters. This game was built in 24 hours. Virtual Garden (JavaScript, Canvas) - Personal Project, Simulation goo.gl/nCj3OM Designed an interactive garden using just black and white to exhibit Gestalt Psychology. Utilized algorithms such as perlin noise to simulate life-like behaviors. Blank Canvas (C#, MonoGame) - Group Project, Game goo.gl/1e4WFm Developed a 2D platformer game which revolves around combining colors to defeat enemies and solve puzzles.	
Others	International Ambassador (IA) for Game Developers Conference 2017 Received an offer to attend Game Developers Conference as an IA. Electronic Gaming Federation, Author media.egfederation.com Writes articles regarding game design elements and in games such as Hearthstone. Computer Science House, Active Member csh.rit.edu Participates in an organization that promotes learning through personal projects.	