

Tanat Boozayaangool

ttanatb@gmail.com | (585) 500-0278
tanatb.com | github.com/ttanatb | behance.com/tanatb

Objective	To pursue further knowledge with a cooperative education for summer 2017.
Education	Rochester Institute of Technology , Rochester, NY <i>In-Major GPA 4.00 / 4.00</i> Bachelor of Science in Game Design and Development <i>GPA 3.91 / 4.00</i> <i>Expected Graduation: May 2019</i> Awards: International Student Scholarship, Dean's List (Fall 2015 - Spring 2016)
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	VR Anatomy Research Project (C#, Oculus Rift) - Class Project, Simulation Established a coherent vision and scope of the project as the project's producer. Collaborated with other developers to build the VR environment for the project. 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. SanDefense (C#, Unity) - Group Project, Game goo.gl/AcMRRv Developed a tower defense game (in under 48 hours) where players build sand castles on the beach, while reacting to the waves of crabs and the flow of water. 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.
Others	International Ambassador (IA) for Game Developers Conference 2017 Received an offer to attend Game Developers Conference as an IA and share insights about the gaming industry in Thailand. 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