Tanat Boozayaangool

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tanatb.com - github.com/ttanatb

Education

Rochester Institute of Technology, Rochester, NY *GPA 3.91 / 4.00*
Game Design and Development (Bachelor of Science)
Expected Graduation: May 2019
Awards: International Student Scholarship, Dean's List (Fall 2015 - Present)

Work Experience

Software Engineer Intern (2017)
BitStudio Bangkok, Thailand
- Utilized iOS ARKit to create an augmented reality application that establishes a shared experience with a virtual reality game and a projection mapping system.
- Featured at Techsauce Global Summit 2017 and connected BitStudio with over 30 other companies and investors.
- Developed other prototypes such as an optical see-through display on mobile.

Software Engineer Intern (2016)
IBM Bangkok, Thailand
- Developed web and mobile prototypes to exhibit Watson's various capabilities.
- Improved the front-end of the Watson Business Case Competition's website.

Teaching Assistant (Web App/Game Development) (2017 - Present)
Rochester Institute of Technology Rochester, NY

Skills

Languages: C#, C++, JavaScript, Swift, Java, Python, HTML5, CSS3
Tools/Frameworks: Unity, OpenGL, iOS ARKit, HoloLens, Oculus Rift, HTC Vive, Leap Motion Sensor, Canvas, jQuery, Git & GitHub

Projects

ARHack - A Networked Game for AR and PC (C#, Unity, ARKit) goo.gl/95KsFQ
Programmer *Ongoing Class Project, Game*
- Utilizes iOS ARKit to develop an augmented world on top of physical surfaces.
- Builds a networked game that connects augmented reality with other platforms.

Holographic Ball Maze (C#, Unity, HoloLens, Vuforia) goo.gl/mMNcVN
Programmer *Ongoing Personal Project, Game*
- Programs a game for the HoloLens using Vuforia's marker detection that would allow players to physically tilt a paper to guide a ball through a maze.

V-arm (C#, Unity, Oculus Rift)
Producer/Programmer *Class Project, Simulation*
- Led the team by establishing and reinforcing milestones for the project.
- Coded ways to represent the movement of limbs through the rotation of their joints.

Train Game Engine (C++, OpenGL) goo.gl/Cnntqn
Programmer *Class Project, Game Engine*
- Built a game engine for a physics-based 3D game using OpenGL to handle graphics

Professional Affiliations

Resident Advisor, Rochester Institute of Technology
International Ambassador, Game Developers Conference 2017
Computer Science House, Member