

# Tanat Boozayaangool

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

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**Work Experience**      BitStudio      (2017)  
*Software Development Intern*      Bangkok, Thailand

- Utilized iOS ARKit in order to create an augmented reality interface to an environment of a virtual reality game.
- Featured at Techsauce Global Summit 2017.
- Developed prototypes such as an optical see-through display on mobile.

IBM      (2016)  
*Software Development Intern*      Bangkok, Thailand

- Developed applications for various platforms to exhibit Watson's capabilities.
- Improved the front-end of the Watson Business Case Competition's website.

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

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**Skills**      Languages:      C#, C++, JavaScript, HTML5, CSS3, Swift, Java, Python  
Tools/Framework:      Unity, Canvas, iOS ARKit, HoloLens, Oculus Rift, Vuforia  
Leap Motion Sensor, OpenGL, jQuery, Git,

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**Projects**      V-arm (C#, Unity, Oculus Rift)      *Class Project, Simulation*  
*Producer/Developer*

- Established a coherent scope and reinforced milestones for the project.
- Programmed methods to represent and limit the movement of limbs through the rotation of their joints.

Fantasy Forest (C#, Unity)      [goo.gl/mzv4LM](http://goo.gl/mzv4LM)  
*Programmer*      *Personal Project, Simulation*

- Built autonomous agents and implemented algorithms such as flocking.

Dance Music Generator (C#, Unity, HoloLens)      [goo.gl/zOWWSo](http://goo.gl/zOWWSo)  
*Programmer*      *Personal Project, Application*

- Developed an app that generates dubstep music as the user dances to the beat.

Holographic Ball Maze (C#, Unity, HoloLens, Vuforia)  
*Programmer*      *Ongoing Personal Project, Game*

- Programs a game for the HoloLens using Vuforia's marker detection to allow players to physically tilt a paper to guide a ball through a maze.

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**Others**      International Ambassador, Game Developers Conference (GDC) 2017  
Rochester Institute of Technology, Resident Advisor