Tanat Boozayaangool

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Skills		
	Languages:	C#, C++, Objective-C, JavaScript, Swift, Java, Python
	Frameworks/Engines:	DirectX 11/12, Unity, OpenGL, ARkit
	Tools & Others:	Git & GitHub, Xcode, Visual Studio

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 website.

Teaching Assistant (Data Structures & Algorithms II) (2017 - Present)
Rochester Institute of Technology Rochester, NY
- Guides students through assignments and assists faculty in teaching.

Projects

VRsus guARdian - A Game for AR and PC (C#, Unity, ARKit, HTC Vive) goo.gl/95KsFQ
Programmer, Game Designer *Research Project, Game*
- Built an asymmetric, stealth-based game between Augmented Reality and PC.
- Utilizes ARKit to scan and build the shared environment and utilizes Unity's HLAPI to build real-time, action-based gameplay for players with different abilities.
- Conducts playtests and develops new features to build fun, immersive gameplay.

The Vacuum (C#, Unity) goo.gl/Ft2u8W
Lead Programmer, Producer *Group Class Project, Game*
- Designed code infrastructure, determined the requirements for the minimum viable product, and implemented an iterative design process based off of user feedback.
- Programmed the data structure for the map and implemented search algorithms.

Train Game Engine (C++, OpenGL) goo.gl/Cnntqn
Programmer *Solo Class Project, Game Engine*
- Built a game engine for a physics-based, 3D game using OpenGL to handle graphics.
- Implemented features such as physics, collision detection, and lighting.

Education

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

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Others

Resident Advisor, Rochester Institute of Technology
International Ambassador, Game Developers Conference 2017