Tanat Boozayaangool

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Objective

To apply and pursue further knowledge in computer science and or game

development through a cooperative education or internship for Summer 2016.

Education

Rochester Institute of Technology, Rochester, NY

Game Design and Development Major (BS)

Expected Graduation May 2019

GPA: 3.73

Relevant

- Game Development and Algorithm Problem Solving I & II

Coursework - Graphical Simulation

- 2D Animation and Asset Production

- Interactive Media

Skills

- MonoGame, XNA, C#.NET, Unity, Visual Studio, RenPy, Python

- Fluent in English and Thai, limited proficiency in Japanese

Current Projects

Project: The Force (Arduino)

A arduino-based hardware project that allows the user to control the mouse using a glove, because efficiency is obviously irrelevant.

Blank Canvas (C#/Game)

A 2D puzzle/platformer game which revolves around the interaction of various

colors built on C# and MonoGame.

Building Relationships (Python/Game)

Integrated individualistic nature into the learning process through the creation of a unique game built with python that features a dating simulator for buildings.

Game Replications (C#)

A self-pursued learning project consisting of replications of classic games such as

blackjack.

Extracurricular

Electronic Gaming Federation, Author

media.egfederation.com

Writes articles regarding game design elements and game theory in games such as

Hearthstone.

Computer Science House, Active Member

csh.rit.edu

Is a member of an organization that promotes a learning through highly involved

projects that furthers knowledge in computer science.

- Graphic designer of the advertising committee of a charity project

Alternate Resident Advisor

Work Experience

The Dining Commons, Rochester

November 2015 - Current

Food Service Worker

Tinee Eatery Workshop, BKK, Thailand

July 2013 - August 2015

Barista/Waiter

tinee-eatery.com