Tanat
Boozayaangool

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Objective

To apply and pursue further knowledge in software development through a cooperative education position or paid intern position for the summer of 2017.

Education

Rochester Institute of Technology, Rochester, NY   *GPA 3.86 / 4.00*
Bachelor of Science in Game Design and Development
Expected Graduation: May 2019
Awards: International Student Scholarship, Dean's List (Fall 2015 - Spring 2016)
Relevant Coursework: Interactive Media Development, Math of Graphical Simulation

Skills

Languages:	C#, HTML5/CSS3, Python, JavaScript
Engines/Frameworks:	Unity, RenPy, .NET, MonoGame, XNA, jQuery
Software:	Adobe Illustrator, Adobe Photoshop, Maya

Work Experience

IBM - Software Development Intern
Bangkok, Thailand (2016)
Implemented IBM Watson's cognitive abilities to develop different applications across various platforms and exhibit its diverse capabilities.

Residence Hall Association - Graphic Designer
Rochester, NY (2016 - Present)
Design graphics for publicity and marketing, while exhibiting leadership qualities as part of the executive board.

The Dining Commons - Food Service Worker
Rochester, NY (2015 - 2016)
Worked with various co-workers to provide adequate service at an efficient pace.

Selected Projects

2D - Physics (C#/Simulation) - *Personal Project*   goo.gl/M99j3K
Explored various algorithms to fully understand the fundamental elements involved in building a physics engine.

Blank Canvas (C#/Game) - *Group Project*   goo.gl/1e4WFm
Developed a 2D platformer game with C# and MonoGame in which players use various colors to solve puzzles.

Building Relationships (Python/Game) - *Personal Project*
Built a dating simulator for buildings with Python and RenPy.

Extracurricular

Electronic Gaming Federation, *Author*   media.egfederation.com
Write articles regarding game design elements and game theory in games such as Hearthstone.

Computer Science House, *Active Member*   csh.rit.edu

Participate in an organization that promotes learning through personal projects.