

Tanat Boozayaangool

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Objective

2017.

To pursue further knowledge through a cooperative education for the summer

Education

Rochester Institute of Technology, Rochester, NY *In-Major GPA 4.00 / 4.00*
Bachelor of Science in Game Design and Development *GPA 3.89 / 4.00*
Expected Graduation: May 2019
Awards: International Student Scholarship, Dean's List (Fall 2015 - Spring 2016)

Work Experience

IBM - Software Development Intern Bangkok, Thailand (2016)
- Developed applications for various platforms that exhibit Watson's capabilities.
- Fixed the front-end of the Watson Business Case Competition's website.
Residence Hall Association - Graphic Designer Rochester, NY (2016 - Present)
- Designs graphics and posters to promote events and our services.
- Organizes events to create a fun and supportive environment for residents.
Rochester Institute of Technology - Resident Advisor Rochester, NY (2017)
- Hired to create an engaging and safe living-learning environment for residents.

Skills

Languages: C#, HTML5, CSS3, JavaScript, Python
Tools/Framework: Unity, jQuery, .NET, Git, RenPy, MonoGame, XNA

Selected Projects

Fantasy Forest (C#, Unity) - Personal Project, Simulation goo.gl/mzv4LM
Built a fantasy forest where autonomous characters behave and interact using algorithms such as complex path following, leader following, and flocking.

AR Hackathon Project (C#, HoloLens) - Group Project, Simulation
Programmed an application for the HoloLens where users can spawn random

objects

to interact with the room using either voice commands or gestures.

Game Jam (C#, Unity) - Group Project, Game goo.gl/91oKQL
Coded a team-based game in which two players must control one character and combine specific spells to fight off monsters. This game was built in 24 hours.

Virtual Garden (JavaScript, Canvas) - Personal Project, Simulation goo.gl/nCj3OM
Designed an interactive garden using just black and white to exhibit laws from

Gestalt

Psychology. Utilized algorithms such as perlin noise to simulate life-like behaviors.

Blank Canvas (C#, MonoGame) - Group Project, Game goo.gl/1e4WFm
Developed a 2D platformer game which revolves around combining colors to defeat enemies and solve puzzles.

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

Participates in an organization that promotes learning through personal projects.