

# Tanat Boozayaangool

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## Education

**Rochester Institute of Technology**, Rochester, NY *In-Major GPA 4.00 / 4.00*  
Bachelor of Science in Game Design and Development *GPA 3.91 / 4.00*  
Expected Graduation: May 2019  
**Awards:** International Student Scholarship, Dean's List (Fall 2015 - Fall 2016)

## Work Experience

**IBM** (2016)  
*Software Development Intern* Bangkok, Thailand  
- Developed applications for various platforms that exhibit Watson's capabilities.  
- Fixed the front-end of the Watson Business Case Competition's website.  
**Rochester Institute of Technology** (2017 - Present)  
*Resident Advisor* Rochester, NY  
**Residence Halls Association** (2016 - Present)  
*Graphic Designer* Rochester, NY

## Skills

Languages: C#, JavaScript, HTML5, CSS3, C++, Java, Python  
Tools/Framework: Unity, Canvas, .NET, jQuery, Git, HoloLens, Oculus Rift  
Software: Adobe Illustrator, Adobe Photoshop, Maya

## Selected Projects

**VR Anatomy Research Project (C#, Unity, Oculus Rift)**  
*Producer/Developer* *Ongoing Class Project, Simulation*  
- Establishes a coherent scope and reinforces milestones for the project.  
- Collaborates with other developers to create a VR environment for the project.  
- Programs methods to represent and limit the movement of limbs through the rotation of their joints to mimic anatomical movements.

**Fantasy Forest (C#, Unity)** [goo.gl/mzv4LM](http://goo.gl/mzv4LM)  
*Programmer* *Personal Project, Simulation*  
- Built autonomous agents to behave and simulate a fantasy forest setting.  
- Implemented algorithms such as complex path following, flocking, and pursuing.

**Virtual Garden (JavaScript, Canvas)** [goo.gl/nCj3OM](http://goo.gl/nCj3OM)  
*Designer, Programmer* *Class Project, Simulation*  
- Designed an interactive, black-and-white garden inspired from Gestalt Psychology.  
- Utilized algorithms such as perlin noise to simulate life-like behaviors.

**SanDefense (C#, Unity)** [goo.gl/AcMRRv](http://goo.gl/AcMRRv)  
*Programmer, Game Designer* *Group Project, Game*  
- Developed a sand tower defense game (in 48 hours) where the player fend off crabs and must build around the ocean that may wash down their towers.

**Dance Music Generator (C#, Unity, HoloLens)** [goo.gl/zOWWSO](http://goo.gl/zOWWSO)  
*Programmer* *Personal Project, Application*  
- Built an app that generates dubstep music as the user dances to the beat.

## Others

**International Ambassador Scholarship**, Game Developers Conference (GDC) 2017  
**Electronic Gaming Federation**, *Author* [media.egfederation.com](http://media.egfederation.com)  
**Computer Science House**, *Active Member* [csh.rit.edu](http://csh.rit.edu)