

# Tanat Boozayaangool

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

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**Work Experience**      **Software Development Intern**      (2017)  
*BitStudio*      Bangkok, Thailand  
- Utilized iOS ARKit to create an augmented reality interface to build a shared reality with a virtual reality environment 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 Development Intern**      (2016)  
*IBM*      Bangkok, Thailand  
- Developed applications for various platforms to exhibit Watson's capabilities.  
- Improved the front-end of the Watson Business Case Competition's website.

**Teaching Assistant (Web App/Game Development)**      (2017 - Present)  
*Rochester Institute of Technology*      Rochester, NY

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**Skills**      **Languages:**      C++, C#, JavaScript, Swift, Java, Python, HTML5, CSS3  
**Tools/Frameworks:**      Unity, OpenGL, iOS ARKit, HoloLens, Oculus Rift, HTC Vive, Leap Motion Sensor, Canvas, jQuery, Git & GitHub

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**Projects**      **ARHack - A Networked Game Between AR and PC (C#, Unity, ARKit, iOS)**  
*Programmer*      *Ongoing Class Project, Game*  
- Utilizes iOS ARKit to develop an augmented world on top of physical surfaces.  
- Builds a networked game that connects augmented reality with other platforms.

**V-arm (C#, Unity, Oculus Rift)**  
*Producer/Programmer*      *Class Project, Simulation*  
- Established a coherent scope and reinforced milestones for the project.  
- Programmed methods to represent and limit the movement of limbs through the rotation of their joints.

**Holographic Ball Maze (C#, Unity, HoloLens, Vuforia)**  
*Programmer*      *Ongoing Personal Project, Game*  
- Programs a game for the HoloLens using Vuforia's marker detection that would allow players to physically tilt a paper to guide a ball through a maze.

**Fantasy Forest (C#, Unity)**      [goo.gl/mzv4LM](https://goo.gl/mzv4LM)  
*Programmer*      *Personal Project Game*  
- Built autonomous agents and implemented algorithms such as flocking.

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