Tanat Boozayaangool

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3079 Nathaniel Rochester Hall
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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 Coursework

- Game Development and Algorithm Problem Solving I & II
- 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 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

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