Tanat Boozayaangool

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Skills

Languages: C#, C++, Swift, JavaScript, Java, Python, HTML5, CSS3

Tools/Frameworks: Unity, iOS ARKit, HoloLens, Oculus Rift, Vuforia, HTC Vive, Leap Motion Sensor, OpenGL, Git, GitHub, jQuery

Work Experience

Software Engineer Intern (2017)
BitStudio Bangkok, Thailand

- Utilized iOS ARKit to create an augmented reality application that establishes a shared experience with a virtual reality game 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 Engineer Intern (2016)
IBM Bangkok, Thailand

- Developed web and mobile prototypes to exhibit Watson's various 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

- Grades assignments and guides students through classes and assignments.

Projects

AR_Hack - A Networked Game for AR and PC (C#, Unity, ARKit) goo.gl/95KsFQ
Programmer, Game Designer *Ongoing, Solo Research Project, Game*

- Built an asymmetric, stealth-based game between Augmented Reality and PC.
- Utilizes ARKit to scan and build the shared environment and utilizes Unity's HLAPI to build real-time, action-based gameplay and for players with asymmetric abilities.
- Conducts playtests and develops new features to build fun, asymmetric gameplay.

The Vacuum (C#, Unity) goo.gl/Ft2u8W
Lead Programmer, Producer *Group Class Project, Game*

- Designed code infrastructure, determined the requirements for the minimum viable product, and implemented an iterative design process based off of user feedback.
- Programmed the data structure for the map and implemented search algorithms.

Train Game Engine (C++, OpenGL) goo.gl/Cnntqn
Programmer *Solo Class Project, Game Engine*

- Built a game engine for a physics-based 3D game using OpenGL to handle graphics and implemented features such as physics, collision detection, and lighting.

Education

Rochester Institute of Technology, Rochester, NY *GPA 3.92 / 4.00*
Game Design and Development (Bachelor of Science)
Expected Graduation: May 2019

Awards: International Student Scholarship, Dean's List (Fall 2015 - Present)

Others

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