

Tanat Boozayaangool

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Education	Rochester Institute of Technology , Rochester, NY	<i>In-Major GPA 4.00 / 4.00</i>
	Bachelor of Science in Game Design and Development	<i>GPA 3.91 / 4.00</i>
	Expected Graduation: May 2019	
Work Experience	Awards: International Student Scholarship, Dean's List (Fall 2015 - Spring 2016)	
	IBM	(2016)
	<i>Software Development Intern</i>	Bangkok, Thailand
	<ul style="list-style-type: none">- 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)
	<i>Resident Advisor</i>	Rochester, NY
Skills	<ul style="list-style-type: none">- Fosters an engaging living-learning environment through community events.	
	Residence Halls Association	(2016 - Present)
	<i>Graphic Designer</i>	Rochester, NY
Selected Projects	Languages:	C#, JavaScript, HTML5, CSS3, Java, Python, C++
	Tools/Framework:	Unity, jQuery, Canvas, .NET, Git, HoloLens, Oculus Rift
Extracurricular	VR Anatomy Research Project (C#, Unity, Oculus Rift)	
	<i>Producer</i>	<i>Ongoing Class Project, Simulation</i>
	<ul style="list-style-type: none">- Established a coherent scope and reinforced milestones for the project.- Collaborated with other developers to build a VR environment for the project.	
	Fantasy Forest (C#, Unity)	goo.gl/mzv4LM
	<i>Programmer</i>	<i>Personal Project, Simulation</i>
	<ul style="list-style-type: none">- Built autonomous agents to behave and simulate a fantasy forest setting.- Implemented algorithms such as complex path following and flocking.	
	Virtual Garden (JavaScript, Canvas)	goo.gl/nCj3OM
	<i>Designer, Programmer</i>	<i>Class Project, Simulation</i>
	<ul style="list-style-type: none">- Designed an interactive, black-and-white garden that exhibit Gestalt Psychology.- Utilized algorithms such as perlin noise to simulate life-like behaviors.	
	SanDefense (C#, Unity)	goo.gl/AcMRRv
	<i>Programmer, Game Designer</i>	<i>Group Project, Game</i>
	<ul style="list-style-type: none">- 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.	
	AR Hackathon Project (C#, Unity, HoloLens)	
	<i>Programmer</i>	<i>Group Project, Simulation</i>
	<ul style="list-style-type: none">- Built an app where players can spawn objects to interact with their surroundings.	
	International Ambassador for Game Developers Conference (GDC) 2017	
	<ul style="list-style-type: none">- Received an offer to attend GDC and share insights about the gaming industry in Thailand and help support positive game development cultures, globally.	
	Electronic Gaming Federation, Author	media.egfederation.com
	Computer Science House, Active Member	csh.rit.edu