Tanat
Boozayaangool

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Objective
To apply and pursue further knowledge in software development through a cooperative education position or paid intern position for the summer of 2017.

Education
Rochester Institute of Technology, Rochester, NY
GPA 3.86 / 4.00
Bachelor of Science in Game Design and Development
Expected Graduation: May 2019

Awards: International Student Scholarship, Dean's List (Fall 2015 - Spring 2016)

Skills

Language/Engine:	C#, HTML5/CSS3, Python, jQuery
APIs:	Unity, RenPy, .NET, MonoGame, XNA
Software:	Illustrator, Photoshop, Maya

Selected Projects

2D - Physics (C#/Simulation)   *Personal Project*
Explored various algorithms to fully understand the fundamental elements involved in building a physics engine through this personal project.

Blank Canvas (C#/Game)   *Group Project*
Developed a 2D platformer game with C# and MonoGame in which players use various colors to solve puzzles in this team project.

Building Relationships (Python/Game)   *Personal Project*
Built a dating simulator for buildings on Python and RenPy.

Work Experience

Residence Hall Association - Graphic Designer   *Rochester, NY (2016 - Present)*
Designs graphics for publicity and marketing, while exhibiting leadership qualities as part of the executive board.

IBM - Software Development Intern   *Bangkok, Thailand (2016)*
Implemented IBM Watson's cognitive abilities to develop different applications across various platforms to exhibit the capabilities of Watson.

The Dining Commons - Food Service Worker   *Rochester, NY (2015 - 2016)*
Worked with various co-workers to provide adequate service at an efficient pace.

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
Participates in an organization that promotes learning through personal projects.