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)	

Work Experience

BitStudio (2017)
Software Development Intern 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.

IBM (2016)
Software Development Intern Bangkok, Thailand
- Developed applications for various platforms to exhibit Watson's capabilities.
- Improved the front-end of the Watson Business Case Competition's website.

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

Skills

Languages:	C++, C#, Swift, Java, Python, JavaScript, HTML5, CSS3
Tools/Framework:	Unity, iOS ARKit, HoloLens, Oculus Rift, HTC Vive, Vuforia, Leap Motion Sensor, OpenGL, 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
Programmer Personal Project *Game*
- Built autonomous agents and implemented algorithms such as flocking.

Others

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