

Tanat Boozayaangool

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| Objective | To pursue further knowledge with a cooperative education for summer 2017. | |
| 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 3.89 / 4.00</i> |
| | <i>Expected Graduation: May 2019</i> | |
| | Awards: International Student Scholarship, Dean's List (Fall 2015 - Spring 2016) | |
| Work Experience | Rochester Institute of Technology - Resident Advisor | Rochester, NY (2017) |
| | - Hired to create an engaging and safe living-learning environment for residents. | |
| | Residence Hall Association - Graphic Designer | Rochester, NY (2016 - Present) |
| | - Designs graphics and posters to promote our events and services. | |
| | - Organizes activities to provide a fun and supportive environment for residents. | |
| | IBM - Software Development Intern | Bangkok, Thailand (2016) |
| | - Developed applications for various platforms that exhibit Watson's capabilities. | |
| | - Fixed the front-end of the Watson Business Case Competition's website. | |
| Skills | Languages: | C#, HTML5, CSS3, JavaScript, Python |
| | Tools/Framework: | Unity, jQuery, .NET, Git, RenPy, MonoGame, XNA |
| Selected Projects | Fantasy Forest (C#, Unity) - Personal Project, Simulation goo.gl/mzv4LM | |
| | Built a fantasy forest where autonomous characters behave and interact using algorithms such as complex path following, leader following, and flocking. | |
| | AR Hackathon Project (C#, HoloLens) - Group Project, Simulation | |
| | Programmed an application for the HoloLens where users can spawn random objects to interact with the room using either voice commands or gestures. | |
| | Game Jam (C#, Unity) - Group Project, Game goo.gl/91oKQL | |
| | Coded a team-based game in which two players must control one character and combine specific spells to fight off monsters. This game was built in 24 hours. | |
| | Virtual Garden (JavaScript, Canvas) - Personal Project, Simulation goo.gl/nCj3OM | |
| | Designed an interactive garden using just black and white to exhibit Gestalt Psychology. Utilized algorithms such as perlin noise to simulate life-like behaviors. | |
| | Blank Canvas (C#, MonoGame) - Group Project, Game goo.gl/1e4WFm | |
| | Developed a 2D platformer game which revolves around combining colors to defeat enemies and solve puzzles. | |
| Others | International Ambassador (IA) for Game Developers Conference 2017 | |
| | Received a scholarship to attend Game Developers Conference as an IA | |
| | Electronic Gaming Federation, Author | media.egfederation.com |
| | Writes articles regarding game design elements and in games such as Hearthstone. | |
| | Computer Science House, Active Member | csh.rit.edu |
| | Participates in an organization that promotes learning through personal projects. | |