

# 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 in order to create an augmented reality interface to an environment of a virtual reality game.  
- Featured at Techsauce Global Summit 2017.  
- Developed 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++, JavaScript, HTML5, CSS3, Swift, Java, Python  
**Tools/Framework:** Unity, Canvas, iOS ARKit, HoloLens, Oculus Rift, Vuforia  
Leap Motion Sensor, OpenGL, jQuery, Git,

## Projects

**V-arm (C#, Unity, Oculus Rift)**  
*Producer/Developer* *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.

**Fantasy Forest (C#, Unity)** [goo.gl/mzv4LM](http://goo.gl/mzv4LM)  
*Programmer* *Personal Project, Simulation*  
- Built autonomous agents and implemented algorithms such as flocking.

**Dance Music Generator (C#, Unity, HoloLens)** [goo.gl/zOWWSo](http://goo.gl/zOWWSo)  
*Programmer* *Personal Project, Application*  
- Developed an app that generates dubstep music as the user dances to the beat.

**Holographic Ball Maze (C#, Unity, HoloLens, Vuforia)**  
*Programmer* *Ongoing Personal Project, Game*  
- Programs a game for the HoloLens using Vuforia's marker detection to allow players to physically tilt a paper to guide a ball through a maze.

## Others

**International Ambassador**, Game Developers Conference (GDC) 2017  
**Rochester Institute of Technology**, Resident Advisor