Tanat
Boozayaangool

ttanatb@gmail.com | (585) 500-0278
tanatb.com | github.com/ttanatb

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 and connected BitStudio with over 30 other companies and investors.
- 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
Programmer   *Personal Project, Simulation*
- Built autonomous agents and implemented algorithms such as flocking.

Dance Music Generator (C#, Unity, HoloLens)   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

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