

# Tanat Boozayaangool

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Education	<b>Rochester Institute of Technology</b> , Rochester, NY	<i>In-Major GPA 4.00 / 4.00</i>
	Bachelor of Science in Game Design and Development	<i>GPA 3.91 / 4.00</i>
	Expected Graduation: May 2019	
Work Experience	<b>Awards:</b> International Student Scholarship, Dean's List (Fall 2015 - Fall 2016)	
	<b>IBM</b>	(2016)
	<i>Software Development Intern</i>	Bangkok, Thailand
	<ul style="list-style-type: none"><li>- Developed applications for various platforms that exhibit Watson's capabilities.</li><li>- Fixed the front-end of the Watson Business Case Competition's website.</li></ul>	
	<b>Rochester Institute of Technology</b>	(2017 - Present)
	<i>Resident Advisor</i>	Rochester, NY
Skills	<ul style="list-style-type: none"><li>- Fosters an engaging living-learning environment through community events.</li></ul>	
	<b>Residence Halls Association</b>	(2016 - Present)
Selected Projects	<i>Graphic Designer</i>	Rochester, NY
	Languages:	C#, JavaScript, HTML5, CSS3, Java, Python, C++
	Tools/Framework:	Unity, jQuery, Canvas, .NET, Git, HoloLens, Oculus Rift
	<b>VR Anatomy Research Project (C#, Unity, Oculus Rift)</b>	
	<i>Producer</i>	<i>Ongoing Class Project, Simulation</i>
	<ul style="list-style-type: none"><li>- Established a coherent scope and reinforced milestones for the project.</li><li>- Collaborated with other developers to build a VR environment for the project.</li></ul>	
	<b>Fantasy Forest (C#, Unity)</b>	<a href="https://goo.gl/mzv4LM">goo.gl/mzv4LM</a>
	<i>Programmer</i>	<i>Personal Project, Simulation</i>
	<ul style="list-style-type: none"><li>- Built autonomous agents to behave and simulate a fantasy forest setting.</li><li>- Implemented algorithms such as complex path following and flocking.</li></ul>	
	<b>Virtual Garden (JavaScript, Canvas)</b>	<a href="https://goo.gl/nCj3OM">goo.gl/nCj3OM</a>
	<i>Designer, Programmer</i>	<i>Class Project, Simulation</i>
	<ul style="list-style-type: none"><li>- Designed an interactive, black-and-white garden that exhibit Gestalt Psychology.</li><li>- Utilized algorithms such as perlin noise to simulate life-like behaviors.</li></ul>	
	<b>SanDefense (C#, Unity)</b>	<a href="https://goo.gl/AcMRRv">goo.gl/AcMRRv</a>
	<i>Programmer, Game Designer</i>	<i>Group Project, Game</i>
	<ul style="list-style-type: none"><li>- Developed a sand tower defense game (in 48 hours) where the player fend off crabs and must build around the ocean that may wash down their towers.</li></ul>	
	<b>AR Hackathon Project (C#, Unity, HoloLens)</b>	
	<i>Programmer</i>	<i>Group Project, Simulation</i>
	<ul style="list-style-type: none"><li>- Built an app where players can spawn objects to interact with their surroundings.</li></ul>	
Extracurricular	<b>International Ambassador for Game Developers Conference (GDC) 2017</b>	
	<ul style="list-style-type: none"><li>- Received an offer to attend GDC and share insights about the gaming industry in Thailand and help support positive game development cultures, globally.</li></ul>	
	<b>Electronic Gaming Federation, Author</b>	<a href="https://media.egfederation.com">media.egfederation.com</a>
	<b>Computer Science House, Active Member</b>	<a href="http://csh.rit.edu">csh.rit.edu</a>