

# Tanat Boozayaangool

[ttanatb@gmail.com](mailto:ttanatb@gmail.com) | (585) 500-0278  
[tanatb.com](http://tanatb.com) | [github.com/ttanatb](https://github.com/ttanatb) | [behance.com/tanatb](https://behance.com/tanatb)

---

<b>Objective</b>	To apply and pursue further knowledge in software development through a cooperative education position or paid intern position for the summer of 2017.	
<b>Education</b>	<b>Rochester Institute of Technology</b> , Rochester, NY Bachelor of Science in Game Design and Development <i>Expected Graduation: May 2019</i> <b>Awards:</b> International Student Scholarship, Dean's List (Fall 2015 - Spring 2016)	<i>GPA 3.86 / 4.00</i>
<b>Skills</b>	Languages: C#, HTML5/CSS3, Python, JavaScript Engines/Frameworks: Unity, RenPy, .NET, MonoGame, XNA, jQuery Software: Adobe Illustrator, Adobe Photoshop, Maya	
<b>Work Experience</b>	<b>IBM - Software Development Intern</b> <i>Bangkok, Thailand (2016)</i> Implemented IBM Watson's cognitive abilities to develop different applications across various platforms and exhibit its diverse capabilities. <b>Residence Hall Association - Graphic Designer</b> <i>Rochester, NY (2016 - Present)</i> Design graphics for publicity and marketing, while exhibiting leadership qualities as part of the executive board. <b>The Dining Commons - Food Service Worker</b> <i>Rochester, NY (2015 - 2016)</i> Worked with various co-workers to provide adequate service at an efficient pace.	
<b>Selected Projects</b>	<b>2D - Physics (C#/Simulation) - Personal Project</b> <a href="https://goo.gl/M99j3K">goo.gl/M99j3K</a> Explored various algorithms to fully understand the fundamental elements involved in building a physics engine. <b>Blank Canvas (C#/Game) - Group Project</b> <a href="https://goo.gl/1e4WFm">goo.gl/1e4WFm</a> Developed a 2D platformer game with C# and MonoGame in which players use various colors to solve puzzles. <b>Game Jam (C#, Unity/Game) - Group Project</b> <a href="https://goo.gl/91oKQL">goo.gl/91oKQL</a> Built a team-based game in 24 hours which involves two player controlling one character to fight off monsters without causing peril to one another.	
<b>Extracurricular</b>	<b>Electronic Gaming Federation, Author</b> <a href="http://media.egfederation.com">media.egfederation.com</a> Write articles regarding game design elements and game theory in games such as Hearthstone. <b>Computer Science House, Active Member</b> <a href="http://csh.rit.edu">csh.rit.edu</a> Participate in an organization that promotes learning through personal projects.	