Tanat Boozayaangool

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Objective

To apply and pursue further knowledge in computer science and or game

development through an internship for the summer of 2016.

Education

Rochester Institute of Technology, Rochester, NY

Game Design and Development Major (BS)

Expected Graduation May 2019

GPA: 3.86

Relevant

- Game Development and Algorithm Problem Solving I & II

Coursework

- Math of Graphical Simulations - 2D Animation and Asset Production

- Interactive Media

Skills

- C#.NET, Python, Visual Studio, MonoGame, XNA, Unity, RenPy

- Fluent in English and Thai, limited proficiency in Japanese

Current Projects

Blank Canvas (C#/Game)

A 2D puzzle/platformer game built on C# and Mono game which revolves around

the

interaction of various colors.

2D - Physics (C#/Simulation)

A self-pursued learning project to implement a fully functional physics engine in a

2D

environment. This explores multiple different algorithms involved in typical physics

engines.

Building Relationships (Python/Game)

Integrated individualistic nature into the learning process through the creation of a unique game built with python that features a dating simulator for buildings.

Extracurricular

Electronic Gaming Federation, Author

media.egfederation.com

Writes articles regarding game design elements and game theory in games such as

Hearthstone.

Computer Science House, Active Member

csh.rit.edu

Is a member of an organization that promotes a learning through highly involved

projects that furthers knowledge in computer science.

Alternate Resident Advisor

Rochester Institute of Technology

Work Experience

Residence Hall Associations, Rochester

May 2016 - Current

Graphic Designer

The Dining Commons, Rochester

November 2015 - May 2016

Food Service Worker

Tinee Eatery Workshop, BKK, Thailand

July 2013 - August 2015

Tanat Boozayaangool

Barista/Waiter tinee-eatery.com