Tanat Boozayaangool

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3079 Nathaniel Rochester Hall
Rochester, NY
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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 Coursework
- Game Development and Algorithm Problem Solving I & II
- 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 which revolves around the interaction of various colors built on C# and MonoGame.

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.

Game Replications (C#)
A self-pursued learning project consisting of replications of classic games such as blackjack.

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
Barista/Waiter   tinee-eatery.com