

Tanat Boozayaangool

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Education

Rochester Institute of Technology, Rochester, NY *In-Major GPA 4.00 / 4.00*
Bachelor of Science in Game Design and Development *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
- Built an application using ARkit and Unity to create a networked AR/VR experience where users can view and interact with a VR player from an AR interface.
- Exhibited aforementioned work at Techsauce Global Summit 2017.
- Developed several other prototypes, including an AR version of the Google Cardboard and a plank that could be controlled by your hand motions.

IBM (2016)
Software Development Intern Bangkok, Thailand
- Developed applications for various platforms that exhibit Watson's capabilities.
- Fixed 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, Java, Python, Swift
Tools/Framework: Unity, Canvas, .NET, iOS ARkit, OpenGL, jQuery, Git, HoloLens, Oculus Rift, Leap Motion Sensor

Selected 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

International Ambassador, Game Developers Conference (GDC) 2017
Computer Science House, Member
Rochester Institute of Technology, Resident Advisor
Residence Halls Association, Graphic Designer