Tanat Boozayaangool

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Objective

To pursue further knowledge through a cooperative education for the summer 2017.

Education

Rochester Institute of Technology, Rochester, NY *In-Major GPA 4.00 / 4.00*
Bachelor of Science in Game Design and Development *GPA 3.89 / 4.00*
Expected Graduation: May 2019
Awards: International Student Scholarship, Dean's List (Fall 2015 - Spring 2016)

Work Experience

IBM - *Software Development Intern* Bangkok, Thailand (2016)
- Developed applications for various platforms that exhibit Watson's capabilities.
- Fixed the front-end of the Watson Business Case Competition's website.

Residence Hall Association - *Graphic Designer* Rochester, NY (2016 - Present)
- Designs graphics and posters to promote events and our services.
- Organizes events to create a fun and supportive environment for residents.

Rochester Institute of Technology - *Resident Advisor* Rochester, NY (2017)
- Hired to create an engaging and safe living-learning environment for residents.

Skills

Languages: C#, HTML5, CSS3, JavaScript, Python
Tools/Framework: Unity, jQuery, .NET, Git, RenPy, MonoGame, XNA

Selected Projects

Fantasy Forest (C#, Unity) - *Personal Project, Simulation* goo.gl/mzv4LM
Built a fantasy forest where autonomous characters behave and interact using algorithms such as complex path following, leader following, and flocking.

AR Hackathon Project (C#, HoloLens) - *Group Project, Simulation*
Programmed an application for the HoloLens where users can spawn random objects to interact with the room using either voice commands or gestures.

Game Jam (C#, Unity) - *Group Project, Game* goo.gl/91oKQL
Coded a team-based game in which two players must control one character and combine specific spells to fight off monsters. This game was built in 24 hours.

Virtual Garden (JavaScript, Canvas) - Personal Project, Simulation goo.gl/nCj3OM
Designed an interactive garden using just black and white to exhibit Gestalt Psychology. Utilized algorithms such as perlin noise to simulate life-like behaviors.

Blank Canvas (C#, MonoGame) - *Group Project, Game* goo.gl/1e4WFm
Developed a 2D platformer game which revolves around combining colors to defeat enemies and solve puzzles.

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
Participates in an organization that promotes learning through personal projects.