

Blake Webb

Computer Science

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Education

University of Michigan – Ann Arbor, MI | Class of 2020

Major: BS in Computer Science

GPA: 3.03

- Intro. Data Structures (EECS 280)
- Discrete Math (EECS 203)
- Data Structures & Algorithms (EECS 281)
- Intro. Computer Organization (EECS 370)
- Foundations of Comp. Sci. (EECS 376)
- Intro. to Computer Security (EECS 388)
- Intro. to Cryptography (EECS 475)
- Programming Languages (EECS 490)
- Video Game Design (EECS 494)
- Web Systems (EECS 485)

Work Experience

Nexteer Automotive - Software Intern

May 2019 – August 2019

- Nexteer must test their power steering powerpacks for opens/shorts in the circuitry
- Automated this manual process through a front-end application and existing hardware
- Also participated in the Nexteer intern EPS Driven build a Go-Kart from scratch competition

EECS 183 - Grader

September 2019 – April 2020

- Work in a team of 10+ students and grade projects for style in an intro programming class
- Proctor exams and assist in the semester end EECS 183 project showcase

Student Experience

Space Subterfuge

November 2019 – December 2019

- 8+ week long group final project in the EECS 494 video game design course
- An asymmetric four player multiplayer “cops and robbers” video game set in space
- Built in the Unity Game Engine through scripts written in C#
- Won 3rd place in the course semester showcase

Project Saturn

January 2020 – April 2020

- Research project focused on video games being used as educational aids
- Created a short video game that teaches financial concepts to young adults

Project Blue

January 2020 – April 2020

- 40+ student collaborative project that aimed to create a video game over the semester
- Gained experience working on a small part of a large project

Fall Game Jam, 1st Place

October 2019

- Design and create a video game in 48 hours in a team of 4 people

Skills

- C++, C#, C, Jira, Python, Unity Development, HTML, CSS, Computer Hardware Assembly