Blake Webb   *Computer Science*

Cell: (989) 574-5237   **Current Address**: 2375 Fabian Drive, Saginaw, MI 48603

Email: webbling@umich.edu   **Permanent Address**: 2375 Fabian Drive, Saginaw, MI 48603

LinkedIn: https://bit.ly/2RvPeUg   **Portfolio:** https://webbling.github.io/

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