Zeeshan Sajid

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Education:

University of Nevada, Reno ***Expected Winter 2016***

- B.S. in Computer Science and Engineering with Minor in Mathematics
- Coursework: Data Structures, Algorithms, Automata, Game Development Pipeline, Graphics

Experience:

Volunteer Undergraduate Researcher ***University of Nevada, Reno*** ***February 2015 - July 2015***

- Working with PhD student and Dr. Monica Nicolescu in the Robotics Lab at UNR
- Learned how to install and use the Robot Operating System (ROS) in Linux platform

Computer Science Instructor ***Washoe County School District*** ***Summer 2014***

- Taught basic game design concepts such as good control, enemy, and challenge designs to students from 7-12 using software Gamestar Mechanic
- Learned to lead and teach a classroom of 35 students for seven hours a day

Volunteer Editor ***Blackman'N Robin*** ***February 2011 - January 2014***

- Wrote 30 articles, read by at least 2000 people, on topics ranging video game previews, reviews and news
- Established good work ethics while collaborating with Editor-in-Chief, Jourdan Cameron, and staff
- Critiqued and peer edited articles from fellow staff-members
- Reference: Jourdan Cameron (jourdan.cameron@blackmannrobin.com)

Volunteer Editor ***NoobFeed*** ***July 2013 - January 2014***

- Wrote 6 articles, read by 1000 people, on video game previews, reviews and upcoming news
- Worked with fellow staff-members who critiqued my articles
- Learned to understand the flaws within my writing in order to improve article quality
- Reference: Ron Sarwar (ron@noobfeed.com)

Languages, Technologies, and Skills:

- **Proficient**: C++; Python; Linux; Unity; C#; PyGame;
- **Basic:** Java; Prolog; HTML; CSS; Ansi C; LaTex; Scheme, OpenGL; MIPS; x86; JavaScript; Groovy;
- **Novice:** Arduino Uno**;** Robot Operating System (ROS);Networking; Unreal Engine; R; Grail; JS;

Projects:

- **Game Engine Development (Spring 2015):** Individually developing a game engine, which includes object creation and interactions, physical manipulation of game entities, sound, user-controls. Learned concepts: gaming pipeline, physics, Euler angles, Python, data structures, and PyOgre.
- **Java Color GUI Editor (Fall 2014):** Implemented a program that enables users to combine colors, using RGB values, through the GUI interface. Learned concepts: GUI design, Java, and frame listeners.
- **OLSR Simulator (2015):** Individually implemented a project that simulates OLSR (Optimized Link State Routing) in networking. Used graphs, STL maps, and shortest path algorithm to compute shortest path, and shortest node distance.
- **Rush Hour (2013)**: Individually implemented a project, in C++, that uses a graph traversal algorithm, breadth-first search, to solve the constraint problem of rearranging a full parking lot to enable one car to exit. Learned concepts: recursion, implementing graphs, depth-first search, and STL maps.
- **Labyrinth (2015)**: Implemented a 3D simulation of the Labyrinth game using OpenGL in C++. The program focuses on many aspects, from maintaining good data, to creating good physics, to lighting.

Honors, Awards, and Activities:

- Dean's List Fall 2012 and Spring 2012**;** Nevada's Gear Up Scholarship, $10000, Fall 2012; Nevada's Millennium Scholarship, $10000, Fall 2012; IGT's Scholarship Program, $5000, Fall 2013-2015