Amanuel Tamrat

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EDUCATION

Richardson High School Dallas, Tx
Junior, class of 2025 *Aug. 2020 – Present-2023*

EXPERIENCE

Student Experiences and achievements August 2023 – Present
Richardson High school *Dallas, TX*
- Maintained a GPA of 4.0+.
- Completed 13 advanced classes, including 11+ AP courses.
- Pursued a diverse range of courses, encompassing subjects like AP Calculus BC, AP Computer Science Principles, AP Computer Science A, AP Statistics, AP World History, AP US History, AP Human Geography, AP Literature, AP Physics 1, and several other stem/tech-related classes.
- Developed simple websites using JavaScript, CSS, and HTML.
- Created video games utilizing C sharp and the Unity game dev platform.
- Explored Coding languages such as C++, JavaScript, and C Sharp and currently learning Java.
- Explored innovative ways to integrate coding into classroom education.

Video Game Programming and Design Sep. 2021 – Present
Richardson High School *Dallas, TX*
- Actively contributed/ing to a series of collaborative game development projects using Unity, demonstrating strong teamwork and problem-solving skills.
- Played a significant role in coding to ensure the delivery of appealing and fully functional game experiences
- Employed Unity's features and tools for scripting, enhancing game mechanics for both my teammates and myself, resulting in a seamless gaming experience.

PROJECTS

Coding Projects | *C++, C Sharp, Java, JavaScript, basic HTML/CSS* June 2020 – Present
- * During my sophomore year, I undertook the development of a user-friendly website that served as a versatile tool for converting formulas across various academic topics, including Chemistry, Mathematics, and other Sciences. Additionally, the website featured practical utilities like a two-way Roman numeral converter. This project showcased my commitment to using technology to simplify complex concepts and provided a valuable resource for students and enthusiasts alike. Subsequently, the website was transitioned to a Code.org platform and contributed to my achievement of a top score of 5 on the AP Computer Science Principles test.
- * I devoted my entire sophomore year and my entire summer to fully immersing myself in C++ since I had a strong desire to learn a competitive coding language. I diligently studied a wide range of topics related to object-oriented programming during this lengthy period, both in C++ and in C. My research went beyond syntax to cover the complex ideas that underlie these languages and how they are used in actual contexts.
I also dove deeply into the world of data structures, thoroughly examining both their theoretical underpinnings and real-world applications. This included, but wasn't limited to, binary trees, linked lists, and graphs, among other types of data structures. My commitment to learning these fundamental ideas shows my constant love for coding and my commitment to becoming proficient in a highly competitive programming language.

Project BallFps | *C Sharp, unity* May 2021 – May 2022
- * Using the Unity game production platform, I started the design of an entertaining ball-based first-person shooter (FPS) game during my video game programming class. Throughout the project, I came up with the idea and design for an FPS game that combined fighting and parkour abilities and promised an enjoyable yet realistic gaming experience.
Despite the fact that the project was regretfully never finished because of an unexpected error, I put a lot of time and attention into its growth; the project allowed me to learn a lot about game design, programming, and problem-solving in the Unity environment.
- * I am currently in the final stages of developing a Unity-based parkour timed game that incorporates numerous advanced mechanics, all programmed in C Sharp. This project has allowed me to push the boundaries of game design within the Unity platform and showcases my proficiency in creating complex game mechanics to create an engaging gaming experience.

∗ I recently started my learning journey, which includes courses on Node.js and React alongside an in-depth web development program.

Technical Skills

Languages: Java, C/C++, JavaScript, HTML/CSS,
Frameworks: React(beginer), Node.js(beginer)
Developer Tools: VS Code, Visual Studio, Unity, Replit, Git(beginer)