

EDUCATION SOUTHERN ARKANSAS UNIVERSITY | BS COMPUTER SCIENCE | AUGUST 2016 – MAY 2020

School Year: Junior

GPA: 4.00

SCHOOL PROJECTS GAME PROGRAMMING | SAU | 2017 - 2018

SAU Cricket Game: Worked on this game in 2017 during the Summer for an elective. Worked on the Programming Side of the game, and implemented all the game mechanics including, Batting, Bowling, Fielding, Game states and AI.

- Tools Used: C#, Unity

Mingine: Contributed to this open source Game engine during the Spring 2018 semester. Optimized Flocking, added a Rope mechanic demo, and added an OpenGL Demo.

- Tools Used: C++, SDL 2.0, Lua, Visual Studio, Git.

SOFTWARE DEVELOPER | SAU | 2017

SAU Honors College App: Worked on the Android version of this app in 2017. Developed the AZMAP Generator which converts KML files from Google Maps into AZMAP files which contain custom data including images and can be directly imported into the app.

- Tools Used: Java, XML, Android, Android Studio, Google Maps API, Git.
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WORK EXPERIENCE CODE U PROGRAM | GOOGLE | 2018

Chat App: Worked on a web-based chat app using Google App Engine along with 3 other teammates under the guidance of a Google Engineer for 12 weeks. Wrote Design Docs, some Java Servlets, a Dynamic Polling System for Messages and shared live videos, plus learned and implemented industry best practices.

- Tools Used: Java, HTML, CSS, JS, JSON, App Engine, Git.

SUPPLEMENTAL INSTRUCTOR & TUTOR | SAU | 2017 – PRESENT

Roles: Help other students with their Computer Science, Math, and Physics classes.

SOFTWARE DEVELOPER | TECH PERFECT LLC | 2014 – 2018

Seamless Timecard: Developed Android, Windows and Web apps to record and manage employees' schedules, shifts and payrolls.

- Tools Used: Android Studio, Java, HTML, CSS, JS, jQuery, PHP, MySQL, Git, Biometrics.

Seamless POS: Developed Windows App that acted as the Front-End for the Point-Of-Sale system and provided critical bug fixes in the Back-End. Developed an Android app that lets the users manage their stores on the go.

- Tools Used: C#, WPF (.NET), PHP, MySQL, Java, Android Studio, Git.

FREELANCE SOFTWARE DEVELOPER | 2014 – 2016

Dealout: Developed the Android app for this Greek project which allows the users to locate and get deals from the stores around them.

- Tools Used: Android Studio, Java, JSON, Git.

**EXTRA
CURRICULAR
ACTIVITIES**

PRESIDENT | SAU COMPUTER SCIENCE CLUB | 2017 - PRESENT

Roles: Organize and lead projects, workshops, and other events in the club.

LEAD GAME PROGRAMMER | SAU GAME DEVELOPMENT CLUB | 2017 – PRESENT

Cash Flow: Worked on this 2D top-down game for the first game of the club where the player runs around a city collecting coins and avoiding thieves. Worked on AI, Level Design, Lighting, and Camera.

- Tools Used: Unity, C#.

Malware: Developed a 3D first-person stealth game where the player navigates through a facility, avoiding guards and traps, and hacking into different components trying to steal an important artifact.

- Worked on AI, X-Ray Vision, Outline Shader, Hackable Cameras, Interactive Objects, Post Processing Effects, Traps, Forcefield Shader, Holographic Shader, and Sound Manager.
- Tools Used: Unity, C#.

GAME PROGRAMMER | GAME JAMS | 2017 – PRESENT

Lightning Wizard: Worked on this 3D third-person game during Global Game Jam 2018 where the player is a Mage and uses lightning powers to teleport to places and attack enemies. Worked on AI, **Lightning** Teleportation and Cameras.

- Tools Used: Unity, C#.

Pecky the Woodpecker: Worked on this 2D Mario-style side-scroller during this Game Jam at Bossier in 2017. Worked on Player Controller, AI, and Game States.

- Tools Used: Unity, C#.

Repulse: Worked on this 2D side-scroller during Global Game Jam 2017 where the player uses brain waves to control objects. Worked on Player Controller, AI, Environment, and Camera.

- Tools Used: Unity, C#.

PERSONAL PROJECTS | 2013 – PRESENT

Human Hand Simulation: Built an electronic glove that has sensors on each finger. Developed an app that simulates your hand movements and can interpret different gestures from those movements in real time.

Personal Robot: Built a mini robot using Arduino that can be controlled via Bluetooth or Wi-Fi. Developed Android and Windows apps that drive the robot, enable live streaming, allow the robot to talk, play audio and video, and more.

Photoshop-like Color Picker Library: Released an Open Source Android Library like the Photoshop's Color picker.

Wii PC Remote: Developed an app to use the Wii Remote as an Input device in Windows.

SKILLS

Android / Windows / Web App Development, Unity, WPF, Electron, Flutter, IoT, Java, JSP, C#, C++, Python, PHP, MySQL, SQL, HTML5, CSS3, JavaScript, jQuery, TypeScript, Dart, Lua, OpenGL, CG, ShaderLab, Git, Laravel, Django, Data Structures, Algorithms, Networking, Arduino.