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EDUCATION

- 2007 - 2011: University California Santa Cruz, Baskin School of Engineering, Computer Science Dept., Majored in Computer Game Design, BS Program, Class of 2011.
- GPA: 3.06

COMPUTER LANGUAGES

- C
- C#
- C++
- Java
- HTML/CSS
- Assembly

COMPUTER SKILLS

OpenGL, Microsoft visual studio (C# and C++), XNA, UNIX, QT Creator, VIM, Blender, ParaView

MOST RECENT & RELEVANT COLLEGE COURSEWORK

- Advance Programming
- Game Design Studio I, II & III
- Interactive Narrative
- Algorithm Design & Analysis
- Probability Theory & Statistics
- Computer Graphics (using openGL)
- Visualization and Computer Animation (using openGL)
- Technical Writing

MOST RECENT PROJECT: Senior game design project info at <http://pattern.soe.ucsc.edu/>

WORK EXPERIENCE

- Grader for UCSC Course no. CMPE 16, “Applied Discrete Mathematics”(fall 2010)
 - Graded CMPE 16 student’s home work.
- Tutor/Grader for UCSC Course no. CMPS 80K, “Foundations of Game Design” Lab (winter 2010)
 - Helped CMPS 80K students create their video games
 - Graded CMPS 80K student’s work