

Tanat Boozayaangool

(585) 500 - 0278 - tтанатb@gmail.com
танатb.com - github.com/tтанатb

Skills

Languages:

C#, C++, Swift, JavaScript, Java, Python, HTML5, CSS3

Tools/Frameworks:

Unity, iOS ARKit, HoloLens, Oculus Rift, Vuforia, HTC Vive, Leap Motion Sensor, OpenGL, Git, GitHub, jQuery

Work Experience

Software Engineer Intern

(2017)

BitStudio

Bangkok, Thailand

- Utilized iOS ARKit to create an augmented reality application that establishes a shared experience with a virtual reality game and a projection mapping system.
- Featured at Techsauce Global Summit 2017 and connected BitStudio with over 30 other companies and investors.
- Developed other prototypes such as an optical see-through display on mobile.

Software Engineer Intern

(2016)

IBM

Bangkok, Thailand

- Developed web and mobile prototypes to exhibit Watson's various capabilities.
- Improved the front-end of the Watson Business Case Competition's website.

Teaching Assistant (Data Structures & Algorithms II)

(2017 - Present)

Rochester Institute of Technology

Rochester, NY

- Answers questions and guides students through classes and assignments.
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Projects

AR_Hack - A Networked Game for AR and PC (C#, Unity, ARKit)

goo.gl/95KsFQ

Programmer, Game Designer

Ongoing, Research Project, Game

- Built an asymmetric, stealth-based game between Augmented Reality and PC.
- Utilizes ARKit to scan and build the shared environment and utilizes Unity's HLAPI to build real-time, action-based gameplay for players with different abilities.
- Conducts playtests and develops new features to build fun, immersive gameplay.

The Vacuum (C#, Unity)

goo.gl/Ft2u8W

Lead Programmer, Producer

Group Class Project, Game

- Designed code infrastructure, determined the requirements for the minimum viable product, and implemented an iterative design process based off of user feedback.
- Programmed the data structure for the map and implemented search algorithms.

Train Game Engine (C++, OpenGL)

goo.gl/Cnntqn

Programmer

Solo Class Project, Game Engine

- Built a game engine for a physics-based, 3D game using OpenGL to handle graphics.
 - Implemented features such as physics, collision detection, and lighting.
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Education

Rochester Institute of Technology, Rochester, NY

GPA 3.89 / 4.00

Game Design and Development (Bachelor of Science)

Expected Graduation: May 2019

Awards: Dean's List (Fall 2015 - Present), Outstanding Undergraduate Scholar

Others

Resident Advisor, Rochester Institute of Technology

International Ambassador, Game Developers Conference 2017