

Tanat Boozayaangool

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Skills	Languages:	C++, C#, HLSL/GLSL, Objective-C, JavaScript
	Libraries/Engines:	DirectX 11, OpenGL, Unity, ARKit, SteamVR, DirectX 12
	Tools & Others:	Git & GitHub, Visual Studio

Experience	Software Engineer Intern	(2018)
	<i>Zynga, Words With Friends 2</i>	San Francisco, CA
	<ul style="list-style-type: none">- Implemented Tile Styles, a new feature for <i>Words with Friends 2</i>, by updating the network interface layer, and building UI and logic for the inventory, FTUE, and completion screens.- Conducted investigation on Lottie (a 3rd party, cross-platform animation library), and proposed asset conditioning tools to optimize animation workflow.	
	Software Engineer Intern	(2017)
	<i>Bit Studio</i>	Bangkok, Thailand
	<ul style="list-style-type: none">- Built an AR app to communicate with a VR game and visualize the experience from a 3rd person perspective by interfacing with ARkit and building a procedural animation system.- Showcased the project at Techsauce Global Summit 2017 and connected BitStudio with over 30 other companies and investors.	
	Teaching Assistant	(2017 - Present)
	<i>Rochester Institute of Technology</i>	Rochester, NY
	<ul style="list-style-type: none">- Builds and conducts introductory graphics demos for lectures and in-class demonstrations.- Works with faculty to develop course content, exercises, and assignments.	

Projects	VRsus guARDian - (C#, Unity, ARKit, SteamVR)	goo.gl/95KsFQ
	<i>Lead Engineer</i>	<i>Game, Research Project</i>
	<ul style="list-style-type: none">- Developed a networked, evasion-based game between VR and AR, where I built the networked gameplay layer, procedural generation, UI, controls, and testing environments.- Led meetings, recruited artists and engineers, and represented RIT at gaming festivals.	
	Infinite Blades - (C++, DirectX 11)	goo.gl/HPyX6b
	<i>Graphics Programmer</i>	<i>Rendering Engine, Group Class Project</i>
	<ul style="list-style-type: none">- Built the engine's architecture, the rendering pipeline, and the git environment.- Wrote tessellation shaders to mimic snow piles on low-poly environmental objects.	
	Light Vox Engine - (C++, DirectX 12)	goo.gl/79ngMb
	<i>Graphics Programmer, Tech Lead</i>	<i>Game Engine, Group Project, Ongoing</i>
	<ul style="list-style-type: none">- Builds the graphic framework with DirectX 12 for a voxel-based game engine.- Leads discussion on multi-threading and data orientation within the engine architecture.	

Education	Rochester Institute of Technology, Rochester, NY	<i>GPA 3.91 / 4.00</i>
	Game Design and Development (Bachelor of Science)	
	Expected Graduation: December 2018	

Awards	Outstanding Undergraduate Scholar, Dean's List (2015 - Present), RIT Founders Scholarship	
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Leadership Experiences	Resident Advisor, Rochester Institute of Technology	(2017 - Present)
	International Ambassador, Game Developers Conference	(2017)
	RIT Ukulele Club, PR Director	(2018)