

Jonah Taylor

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172 Grande Casa Rd
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OBJECTIVE Seeking an Internship for Summer 2021

EDUCATION **Texas A&M University (TAMU)**, College Station, Texas
Bachelor of Science in Computer Engineering (Honors), May 2022
Minor in Game Design and Development, Minor in Mathematics
Cumulative GPA: 4.00
University of Texas at Tyler/Navarro College, Tyler/Waxahachie, Texas
Associate of Science, Dual Credit Enrollment, May 2018
Cumulative GPA: 4.00

EXPERIENCE **Texas A&M University**
Peer Teacher, January 2021 – Current

- Helping professor teach game design fundamentals
- Giving feedback to student projects, offering suggestions for improvement
- Creating educational materials and starter projects to help students with assignments

LIVE Lab, Texas A&M University
Game Designer, February 2020 – January 2021

- Wrote game concept proposal for United Nations World Food Programme contract
- Communicated design ideas via meetings, flowcharts, and other documentation
- Programmed gameplay systems and prototypes in Unity

LEADERSHIP **Texas Aggie Game Developers (TAGD)**
Treasurer, December 2019 – Current

- Restructured club's financial policies to increase security and accountability
- Balanced club budget and submitted spending recommendations to officer team
- Managed merchandising and online storefront

Event Coordinator, April 2019 - December 2019

- Planned and directed social events to promote camaraderie and teamwork within club

PROJECTS **Homemade Rasterizer**, Class Project, February 2021

- Created fixed-view orthographic rasterizer from scratch in C++
- Added Z-Buffering, barycentric interpolation of colors/normals, basic directional lighting

ARTè: Reverie, LIVE Lab, November 2020

- Interpreted and contributed to existing C# codebase, adapting to coding standards and project structure
- Identified and implemented missing functionality from backend service provider

HONORS **Eagle Scout Rank**

- Eagle Project: Built 5 community-sourced food pantries in Waxahachie, TX

ACTIVITIES **The Blue Knights Drum and Bugle Corps**, November 2018 - August 2019

- Competed in a top-level marching music ensemble under Drum Corps International (DCI)
- Earned 7th place finish at international championship

Genesis Drum and Bugle Corps, November 2014 - August 2018

TECHNICAL SKILLS *Languages:* C/C++ ♦ Python 3.0 ♦ C# ♦ Verilog HDL ♦ ARMv8 ♦ HTML
Tools: OpenGL ♦ Unreal Engine ♦ Unity ♦ Unix OS's ♦ Git ♦ Bootstrap 4.0