Christopher Allan Chaney

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OBJECTIVE:

To work as an intern in the computer science industry

EDUCATION:

Purdue University, West Lafayette, IN — May 2021
Bachelor of Science in Computer Science — GPA: 3.78/4.00

Relevant Coursework: Systems Programming, Computer Graphics, Programming in C, Linear Algebra, Discrete Math
Technical Skills: Java, C, C++, C#, HTML/CSS, Python, OpenGL

RELEVANT EXPERIENCE

Web Application Developer, HackXD 2019, Purdue University — Fall 2019

- Collaborated with 4 teammates over the course of a week to build a hackathon project based around the concept of humanizing AI.
- Assembled a user friendly web application using Node.js, Heroku, HTML/CSS, and Google's DesignFlow API.

Vice-President, Independent Game Developers Club, Purdue University — Fall 2019

- Coordinated with 3 club officers to run a game development club which serves as a space for members to ask questions and work on creating their own games.
- Engaged in planning club events such as: game development workshops, game showcases, and game jams for members to learn more about game development.

INDEPENDENT PROJECTS

Pep: — Fall 2019 - Present

- Communicating with 3 team members to create as social mobile application designed to help bring people together.
- Deploying Dart and C# code to both IOS and Android platforms utilizing Flutter and Unity3D.
- Engaging in 3D graphics work to create cute characters and worlds for users to customize and share with their friends.

Bad Quizlet, Purdue University — Spring 2019

- Collaborated and divided group work among three teammates to build a unique notecard website using HTML/CSS, Django, and SQL.
- Created a web design over the course of two weeks to guide users in the process of interacting with our web app.

The Mountain: — Spring 2018 - Fall 2018

- Designed a 3D action role playing game for the Windows platform to develop experience working on a product from conception to completion.
- Utilized Microsoft Visual Studio, the C# programming language, Unity3D, Blender, and Substance Painter to craft 3D models, animations, and textures for the game world.
- Applied knowledge learned from relevant computer science coursework to a production environment.

RELEVANT ACADEMIC PROJECTS

MyShell, Purdue University — Spring 2019

- Wrote a shell in C++ and C over the course of three weeks to research systems programming.
- Built my own versions of features commonly found in modern shells such as: language parsing, command piping, regex searches, subshells, environment variable expansion, and line editing.