

Ramil C. Hinshaw

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OBJECTIVE

To obtain a computer science internship for Summer 2020

EDUCATION

Wichita State University
Wichita, KS

Fall 2017- Spring 2021

- Candidate for **Bachelor of Science Computer Science**
- Minor: Mathematics
- Overall GPA: 3.1/4.0, Major GPA: 3.2/4.0
- Dean's Honor Roll: 2019 Fall

COMPUTER SKILLS

Languages

- Proficient in: C++ 11, C, C# .NET, Html5, CSS3
- Familiar with: Java, JavaScript, Lua, Python, MYSQL

Software

- Git, SVN, Unity3D, CMake, Photoshop, Vim, tmux, SSH, VMware, Microsoft Office Suite
- Platforms: Microsoft Windows XP/Vista/7/8/10, Linux Ubuntu, Proxmox

PROJECTS

Personal Website: www.RamilHinshaw.com (for additional information and projects)

Lotus Game Engine (<https://github.com/RamilHinshaw/LotusEngine>) Mar 2019 - Present

- 2D & 3D Game Engine programmed in C++11 with embedded Lua 5.1 powered by OpenGL 4.2.
- Cross-platform engine targeting, Windows, Linux, and Raspberry Pi devices.
- Utilized git for source control and CMake to generate project files.

Shocker Gaming Website (<https://ShockerGaming.net>) May 2019 – Sept 2019

Wichita State University Shocker Gaming Club

- Designed and deployed the Shocker Gaming Website with Html5 & CSS3 with Jekyll.
- Utilized technologies such as flexbox, & CSS-Grids to minimize on dependencies.

Lionfish App – Front-end May 2017 – Aug 2017

Team Nautilus

- Worked as a team of 5 to create a mobile app that brings awareness to the endangered lionfish.
- Utilized JavaScript alongside React Native to work on front-end while integrating Google Maps using their REST API.

HomeLab Server - Dell R710 Mar 2017 – Dec 2017

- Deployed server virtual management software on an enterprise hardware for media server use.
- Setup and maintaining a ZFS filesystem with Raid-6 enabled.

ACTIVITIES, LEADERSHIP & ACCOMPLISHMENTS

Awarded 3rd place in the Summer ICT Game Jam 2019 July 2019
IT Executive position at Shocker Gaming Club Organization Sep 2019 – Current
Experienced student team leader on various game design projects