

Ramil C. Hinshaw

Contact@RamilHinshaw.com · (316) 708-7749 · Haysville, KS 67060
Website: <https://RamilHinshaw.com> · GitHub: <https://github.com/RamilHinshaw>

EDUCATION

Wichita State University

Fall 2017- Spring 2022

Wichita, KS

- Candidate for **Bachelor of Science Computer Science**
- Minor: Mathematics

COMPUTER SKILLS

Languages

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

Software

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

RELEVANT EXPERIENCE

Shocker Studio Student Assistant – Unity3D Developer

July 2020 – Dec 2020

- Utilized Unity3D's XR Foundation API for Augmented reality on Android and iOS devices.
- Implemented multi-image tracking along with objects anchoring in 3D environment.
- Used Unity3D's virtual reality API for Facebook's oculus rift and quest devices.
- Maintained weekly communication with our client, Spirit AeroSystems.

PROJECTS

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

NASA SUITS Project – Unity3D Developer

Sept 2021 – June 2022

- Mixed reality development on the Microsoft HoloLens 2 using Unity3D.
- Programming lead in a multidisciplinary team of 7 students.
- Implemented real time obstacle avoidance during GPS navigation.

Speech Assessment To-Go App

Sept 2020 – May 2021

(<https://ramilhinshaw.com/projects/seniordesign>)

- iOS app for speech language pathologist to help automate dynamic assessments.
- Utilized React-native & JavaScript for cross-platform support on both iOS and android.
- Project leader & programming lead of a team of 6 students.

Appstore Web Scraping

Jan 2021 – May 2021

- Scraped data off the Google Appstore with JavaScript and Python3.
- Utilized python libraries to visually plot and sort data onto diagrams.

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.

ACTIVITIES, LEADERSHIP & ACCOMPLISHMENTS

Awarded 1st place in the Summer ICT Game Jam 2021

July 2021

Awarded 2nd place in the Summer ICT Game Jam 2020

July 2020

Awarded 3rd place in the Summer ICT Game Jam 2019

July 2019