

# Nathan Cregut

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## Summary

Current student attending Dakota State University studying Computer Science, Computer Game Design, Mobile Application Development, and Web Development. Great team leader and decision maker, having been project leader and lead programmer for multiple projects and events held in and out of school. In many of my classes, I have worked as the lead programmer, with the help of other people, designing, applying, testing, and making a finished product within a given deadline.

## Education

Computer Science B.S | Computer Game Design B.S | Mobile Application Development Minor | Web Development Minor | Center of Excellence Minor

*Dakota State University, 08/14*

- Expected Graduation – May 2019
- 3.5 GPA
- 4 semesters of Academic Honors

## Computer Skills

### Languages

- C++ (Advanced), C# (Advanced), C (Advanced)
- Java (Beginner)
- Python (Beginner)
- Assembly (Beginner)
- HTML (Advanced), CSS (Advanced), Sass (Beginner)
- JavaScript (Intermediate), JQuery (Beginner), PHP (Beginner)
- MySQL/MariaDB (Beginner)
- Lex (Beginner), Yacc(Beginner)

### Skills

- Object Oriented Programming
- Data Structures and Algorithms
- Statistics
- Physics

### Software

- Visual Studio, Eclipse, Sublime Text, Atom
- Git, SVN, GitHub, Slack, Trello
- Unity, Game Maker
- Photoshop, Illustrator
- Microsoft Office

## Work and Project Experience

### **Computer Science / Math Tutor** *Dakota State University*

*Madison SD, 08/16 – Ongoing*

- Work with students to help develop skills in programming languages and mathematics
- Keep a calm environment while working with students under high stress

### **Project Mousetrap (Unity/C#), Class Project**

*DSU Campus, 08/17 – Ongoing*

- Lead Programmer
- Gameplay and utility programming
- Keep consistent style throughout code and with other developers
- Follow and apply good object-oriented design theory and practices
- Make sure code is readable by other developers

### **WarrenBound (Unity/C#), Class Project**

*DSU Campus, 08/16 – 05/17*

- Lead Programmer
- Gameplay, utility, graphics, and audio programming
- Meet deadlines with reports on completed goals