

J. Scott King

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EDUCATION

Carnegie Mellon University

B.S. in Information Systems

- Minors in Computer Science and Game Design
- QPA: 3.65

Coursework

- 15-462 Computer Graphics
- 53-471 Game Design, Prototyping and Production
- 15-213 Introduction to Computer Systems

Pittsburgh, PA

Class of 2023

EXPERIENCE

ASPIRE Research Intern

Human Engineering Research Laboratories

- Designed and developed a system for evaluating driving ability with powered wheelchairs in a clinical environment
- Built a full stack web application for collecting and storing data using Ruby on Rails, Heroku, PostgreSQL, and Materialize
- Wrote a series of Python scripts to implement data collection and processing with a Raspberry Pi and Adafruit Sensor using Pandas, NumPy, and SciPy
- Wrote a custom local web server in Python using CherryPy and Ngrok

May 2021 – July 2021

Pittsburgh, PA

Information Systems Manager

WRCT 88.3FM

- Manage, maintain, and improve critical pieces of station's hardware and software systems, including several web applications, databases, and servers.
- Assist chief engineer in efforts to overhaul station hardware and wiring
- Create documentation of technical systems for future engineering staff
- Run workshops to teach new engineering staff and non-technical station members

April 2021 – Present

Pittsburgh, PA

PROJECTS

Candlelight | *Poetic Platformer*

Fall 2021

- Developed a 2D platformer in Unity and designed seven levels
- Created all of the sprites and animations with Aseprite, produced the music with Ableton Live 10, and wrote seven original poems
- Developed a custom 2D character controller
- Created a wide variety of 2D lighting effects using Unity's experimental 2D lighting system
- Implemented an options menu for adjusting volume and screen resolution
- Wrote a save system to track player progress and settings from session to session

Haunted | *VR Horror Game for Oculus Quest 2*

Fall 2021

- Developed a VR game for the Quest 2 with an interdisciplinary team of over 20 people
- Designed and implemented multiple mechanics, visual effects, and particle systems
- Created documentation of code architecture and how to use features I developed

SKILLS

Languages: C++, C#, C, Python, Ruby, SML, JavaScript, SQL, HTML/CSS

Tools: Git, Unity, p5.js, Raspberry Pi, Linux, Ruby on Rails, PostgreSQL, Ableton Live 10, Audacity