

Scott Munro

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EDUCATION

UNIVERSITY OF TEXAS - AUSTIN

- Bachelor of Science in Computer Science

Expected Grad: 2017

GPA: 3.9021

EXPERIENCE AND LEADERSHIP

Microsoft - Xbox Live Software Engineering Intern

May '16 - Aug '16

- Prototyped a service in the live and on-demand media space
- Developed a clientside library to allow video game developers to integrate with the service

CS324E Proctor - Elements of Graphics and Visualization

Jan '16 - May '16

- Grade 40 student assignments per week
- Answer questions about course material in office hours and in online portal

Google Play Music Software Engineering Intern

May '15 - Aug '15

- Worked with a small team to integrate concert data into the artist pages.
- Built frontend component to allow users to clear their recommendation history
- Worked across the stack to bring genre data for artists to the frontend
- Updated the web client to better cooperate with screenreaders

UT Computer Science Freshman Mentor

Aug '14 - Present

- Mentoring a group of 20 UT Computer Science Freshman in necessary resources and skills
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PROJECTS

2013-2016

- Developed a networked, peer-to-peer multi-player twin-stick action game for Windows and Mac OSX with controller support using Unity and C.
 - Using the Java-Processing graphics library, developed Pixel art illustration tool with multi-layer editing, toggle-able grid, multiple unit-"pixel" sizes, and the ability to export to PNG.
 - Created a maze-escape game with procedurally generated mazes and a restricted-vision lighting effect. Won Best Tech award at the UT Fall 2015 Game Jam. Used Unity and C.
 - Using Java, created a Go-Fish simulation that allows users to make more educated guesses based on the probabilities of different choices.
 - Developed a neural network and game environment to train a simple boss-character to compete against a player character, and researched the effects of different training methods and neural network structures. Used Pygame and Python
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TECHNICAL SKILLS

Languages

Proficient in C++, C, Python, Java (3 years)

Comfortable in C, Javascript, HTML, and CSS (2.5 years)

Technologies and Libraries

Proficient in C++11, STL, Unity (1.5 years)

Comfortable with UWP, Closure, Angular, Soy Templates, and ARIA (1 year)

AWARDS AND HONORS

- Unrestricted Endowed Presidential Scholarship Winner 2016
- CNS College Scholar 2014 - 2016
- Jackie Hawkins Award - Most successful, black, freshman, Sciences major 2014