Terrance Niechciol

2A Computer Science
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Skills()
{
- Strong background in Windows and Linux
- Excellent at learning independently
- Comprehensive experience programming through high school and university courses, and working on many projects outside of classes
- Able to work effectively in a small team
- Proficient in C/C++, Java, and C#
- APIs/Framework experience
    - Simple and Fast Multimedia Library (SFML)
    - Light-Weight Java Game Library (LWJGL)
    - 2D OpenGL (but not shaders)
    - Java2D

}

Projects()
{
- View screenshots, and download executables and source code at my website: www.student.cs.uwaterloo.ca/~tniechci

  Spring Physics Demo(April 2012 to May 2012**)**
  {
  - Written in C++ and uses SFML
  - Implemented a simulation of springs using Hooke's Law
  - Simulated friction and gravity on the player, who is composed of a structure of springs

  }

  Paradox Tower(January 27-29 2012**)**
  {
  - A video game created for the Global Game Jam 2012
  - Written in Java and Java2D
  - Worked effectively in a team of three
  - Created a scripting engine

  }

  2D Dynamic Lighting Demo(October 2011 to January 2012**)**
  {
  - Written in Java and uses LWJGL
  - Calculates shadows dynamically for multiple light sources

- Used vector math to determine shadow geometry
- Learned how to use Framebuffer Objects to create a layer mask

}

Geometry Wars Clone(February 2011 to June 2011**)**
{
- Written in Java and uses LWJGL
- Clone of the Xbox Live Arcade game Geometry Wars
- Created a top down shooter with a grid that is warped by your shots

}
}

Education()
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- Candidate for Bachelor of Computer Science, University of Waterloo, Waterloo, Ontario, September 2011 – present
- Achieving a 77% average among math and computer science courses

Awards()
{
- Virtual Robotics, Team of Two - Gold Medal
    - Skills Canada 2010 provincial level, May 2010
    - Programmed a Roomba robot, equipped with light sensors, with a partner to push an opposing robot out of a ring
    - Effectively used a pair programming environment

}
}

Interests()
{
- Computer graphics
- Video games, both playing and developing them
- Physics simulations in a video game environment
- Playing the violin

}