

# Jason R. Eaton

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Projects Web Site/Online Resume: <http://jeaton.matero.net/>

## **OBJECTIVE**

Seeking to work with large scale back end infrastructures.

## **EDUCATION**

**University of Michigan - Dearborn**, Dearborn MI 2008-2013

*Masters in Computer and Information Science* - GPA 7.660 / 9.000

**University of Michigan**, Ann Arbor MI 2001-2006

*Bachelor of Science and Engineering in Computer Science* - GPA 2.745 / 4.000

**Oakland Community College**, Bloomfield Hills MI - GPA 3.609 / 4.000 1999-2001

Related Coursework: Structured Programming I & II, Engineering Physics I & II, Calculus I - III, Discrete Mathematics, Intro to Computer Architecture, Matrix Algebra I, Statics & Dynamics, Intro to Logic and Design, Computer Game Design, Major Design Projects, Programming Languages, Operating Systems, Networking, Compiler Design, Computer Animation, Design Patterns, Algorithm Design and Analysis

### **Related Projects:**

- Lead programmer for board game "Hexspace" using dx framework Winter 2003
- Independent study on collision detection and response in video games Fall 2005
- Wrote Binary Space Tree (BSP Tree) generator for maps for algorithms class Fall 2009

## **EXPERIENCE**

### **Truic**

*Web Developer, Mobile Developer, Unity Developer*

Ann Arbor, MI

October 2015-Current

- designed and implemented dynamic layouts in CSS and ios autolayout
- developed simple graphic art in GIMP for applications
- debugged and augmented applications in Unity, iOS, Android and web browser

### **Chameleon Power**

*Web Developer*

Ann Arbor, MI

May 2015-October 2015

- trouble shot unity applications needing to run on multiple devices
- designed and debugged C# code in unity applications
- wrote graphical algorithms such as flood fills and computational geometry

### **Oakland Community College - Auburn Hills**

*Adjunct Instructor*

Auburn Hills, MI

2015-2015

- developed Java curriculum from syllabus and book (winter semester)
- tutored students in principles of computer science
- prepared and gave weekly lectures

### **Related Projects:**

- Created game servers though privant buisness for private company Summer 2020
- Designed networking layer for multiplayer using winsock based library libnet Spring 2003
- Assistant programmer for "Marble Bandits" using Open Dynamics Engine (ODE) Winter 2004
- Created and gave tutorial for flash game design for WolverineSoft members Fall 2008

## **COMPUTER SKILLS**

Environments: UNIX, MS-DOS, MacOS, Windows

Applications: Microsoft Word,Excel,Matlab,Power Point,Visual Studio,Dreamweaver,Flash IDE

Languages: C,C++,Java,Actionscript3.0,Perl,Lisp,C#,Prolog,Java Script,JSP,SQL,PHP, Go, Elixir

## **ACTIVITIES**

WolverineSoft - Vice President; Various Martial Arts Programs - Ninjutsu, Tai Chi, Yoga, Wing Chun