

MASON ARMAND

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OBJECTIVE / BACKGROUND

To obtain an internship or professional position in the computer science industry that will allow me to utilize my programming experience and problem solving skills. I have been a hobbyist programmer since 2015. I've created many games and pieces of software in a variety of different languages. I've also created websites that deal with databases and user management.

SKILLS

Programming

C • Java • Python • PHP • HTML/CSS

Technologies

SQL • Linux • Git

PROJECTS

Experimental Game Jams (experimentaljams.com)

2023

Website where users can upload experimental games. Each month there is a new theme and users must create their game to match that theme. The website was created from the ground up in PHP, JavaScript, HTML, and CSS. It also uses MySQL for database management.

Tuxmino

2022

Open source falling block puzzle game written in C utilizing the Raylib library. The goal of this project is to create an experience similar to arcade stacking games, while also being flexible and customizable. Tuxmino also has support for lua, so users can create and share their own custom game modes.

NoteWM

2023

Minimal X11 floating reparenting window manager. Written in C using the Xlib library.

Illuscribe

2023

A tool to present slideshows from plaintext files. Parses a custom markup language I created for making simple slideshows. Written in C using Xlib.

scarbyte.com

2019

Personal website for showcasing my various hobbies including programming and photography. Mostly centered around game development. Created using HTML, CSS, and a little bit of JavaScript.

txt2web

2023

A simple static site generator for creating blogs. Written in C. Turns a directory of plaintext files into a full static HTML website. The only dependencies are the C standard library and POSIX functions.

EDUCATION

Bachelor of Arts in Computer Science (3rd Semester)

University of New Hampshire at Manchester