

# Chad Perkins

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## SKILLS

<ul style="list-style-type: none"><li>• HTML</li><li>• CSS</li><li>• JavaScript</li></ul>	<ul style="list-style-type: none"><li>• C#</li><li>• C++</li><li>• OpenGL</li></ul>	<ul style="list-style-type: none"><li>• Vulkan</li><li>• Unity</li><li>• React</li></ul>
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## PROJECTS

<p><b><u>Vulkan Engine:</u></b> This is my completed Vulkan engine following along with Brendan Galea's "Game Engine Tutorials". Technologies used include: C++, Vulkan, GLFW and glm, tinobjloader</p>
<p><b><u>Vulkan 2D Engine:</u></b> This is my 2D engine following along with Brendan Galea's "Game Engine Tutorials". This is the completed 2D part before the implementation of any 3D. Technologies used include: C++, Vulkan, GLFW and glm</p>
<p><b><u>Getting Stated With Vulkan:</u></b> This is my completed project which follows along with the "vkguide.dev" Vulkan tutorial. Technologies used include: C++, Vulkan and SDL2</p>
<p><b><u>"Getting started with OpenGL" &amp; "Lighting and Model Loading":</u></b> These are my completed work along projects for the website learnopengl.com. Technologies used include: C++, OpenGL, GLFW and Glad</p>
<p><b><u>Unity Junior Developer Pathway:</u></b> This is pathway included 5 units projects along with 5 challenge projects to go with after each unit project. Technologies used include: C# and Unity</p>
<p><b><u>Code-snippets:</u></b> A Codepen style frontend with fully functional HTML, CSS and JavaScript programming terminals. The website has live updates and saves progress through local storage. Technologies used include: CSS, JavaScript and React</p>
<p><b><u>Yelp Camp:</u></b> A Yelp style clone used locate, create and rate campsites. It has full CRUD functionality along with user verification. Technologies used include: HTML, CSS, JavaScript, Express, MongoDB and Node</p>

## EDUCATION

January 2020 to may 2020 Computer Engineering, J. Sargeant Reynolds community college
August 2018 to November 2019 Computer Science, J. Sargeant Reynolds community college