

MITCHELL KEITH BLOCH
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Objective

I am interested in using my programming skills in the areas of artificial intelligence, video game development, and object-oriented programming.

Academic Standing

Doctor of Philosophy Student in Engineering (Computer Science) at the University of Michigan

Bachelor of Science in Engineering (Computer Science) from the University of Michigan

Graduated Summa Cum Laude (April 2008)

University of Michigan College of Engineering Dean's Honor List for Academic Distinction (all 8 semesters)

Computer Science

Expertise in

- C and C++
- C#
- Java
- OpenGL and Direct3D
- OpenAL
- XNA
- Simple Directmedia Layer (SDL)
- Object-Oriented Programming (OOP)
- Linux
- HTML (xHTML, CSS, SSI)
- PHP
- (My)SQL
- Microsoft Visual Studio
- The GIMP

Member of the IEEE and the IEEE Computational Intelligence Society

Member of the International Game Developers Association (Detroit chapter)

Member of Wolverine Soft, the video game development student group at the University of Michigan (2004 – 2010)

Project Advisor (2009 – 2010), President (2007 – 2008), Webmaster (2005 – 2007)

Winner of the 4th 48-Hour Game Development Competition (February 2007)

Winner of the Winter 2006 Combinations Contest which judged efficiency in assembly language

Presenter of a Java applet game of Battleship featuring non-cheating opponent game artificial intelligence at a chapter meeting of the International Game Development Association (December 2004)

Merit Scholarships and Prizes

2004 – 2008	Bell Charitable Trust: Gloria Wille Bell and Carlos R. Bell Scholarship
2004 – 2006	Michigan Merit Award and Competitive Scholarship
2004 – 2005	University of Michigan Regents Scholarship
2004	National Merit Scholarship Finalist
2004	AP Scholar with Distinction and National Honor Roll
2003 – 2004	USA Mathematical Talent Search Silver Prize Winner

Honor Societies

Eta Kappa Nu (HKN) National Electrical Engineering Honor Society, Beta Epsilon Chapter

Tau Beta Pi (TBP) The Engineering Honor Society, Michigan Gamma Chapter

Work Experience

Instructor for the University of Michigan Computer Camp, Camp CAEN (Summer 2007 – 2009)

Lead Instructor: Advanced C++: Game Development

Wrote a cross-platform 3D game engine and released it on SourceForge.net under the Runtime GPL; the Zenipex

Library (Zenilib) is available for download from <http://zenilib.com> (Summer 2006)

Tutored undergraduate computer science courses at the University of Michigan (Winter 2006)

Brought the Wolverine Soft website up to xHTML 1.1 compliance and made it user editable using PHP and

MySQL (Summer 2005); added security and session management features in a redesign (Summer 2006)

Did research as an intern at the Artificial Intelligence Laboratory at the University of Michigan (Summer 2003)