

# CHAD SERRANT

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<http://web.mit.edu/chads/www>

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## EDUCATION

**Massachusetts Institute of Technology**

Cambridge, MA

Bachelor of Science in Computer Science, *June 2005*.

Relevant Courses: User Interface Design and Implementation, Computer Graphics,  
Computer System Engineering, Software Engineering

## SKILLS

C++, Java, HTML, Allegro development library.

## INDEPENDENT PROGRAM DEVELOPMENT

**Freelance Game Development**

Arlington, MA

*March 2005 to Present*

Programmed freeware game, "TASM," which is a test of strategy and player reflexes. Required skills in Object-Oriented programming, Allegro library, and game design. The game can be downloaded at <http://web.mit.edu/chads/www/gamedev/tasm/download.html>.

**MIT Department for EECS: Advanced Undergraduate Project**

Cambridge, MA

*January 2004 to June 2004*

Built an image filtering program with applicability to targa, bitmap and pcx files. Using a non-linear two-pass filter, the program creates an apparent focus, maintaining desired images and blurring unneeded images or image elements. Project could be used in the security industry.

## TEAM PROJECTS

**Annual MIT AI Competition, "Robocraft"**

Cambridge, MA

*October 2004 to December 2004*

Designed and created debugging software for Robocraft, an annual AI competition held at MIT. Programmed in Java as part of a three-person team. Software was used by contest organizers as a prototype for the final version of the debugging software used by contestants in 2005 competition.

## OTHER EXPERIENCE

**Staff Writer, "The Tech" - MIT Newspaper**

Cambridge, MA

*June 2001 to March 2003*

Wrote weekly reviews for video games. Included a 2-page, 6-review spread in Jan 2002.

**Circulation Staff, MIT Hayden Library**

Cambridge, MA

*January 2000 to September 2005*

Worked at MIT's main library. Helped patrons checkout, return and find books. Reshelfed books.

## INTERESTS

Design and play computer games as well as pencil and paper games. Provide informal game critiques. Read design and development magazines (eg. Gamasutra, Gamespot, etc.). Study 1990s American animation. Readings on Greek mythology.