
Tristan J. Hughes

Reno, Nevada

T: (702) 235-7868

E: tristanhughes@mac.com

Currently Enrolled at The University of Nevada Reno with a declared major in Computer Science and Engineering and a declared minor in Digital Interactive Games.

OBJECTIVE

Enthusiastic and detail-oriented Computer Science and Engineering student with a good foundation in programming, mathematics, and customer service. Seeking an internship or entry-level position to apply my skills in a practical setting and contribute to a dynamic team.

EXPERIENCE

- **I.T. Technician and Audio/Visuals Building Technician, Joe Crowley Student Union (September 24 - Current 25)**

University of Nevada Reno College of Engineering - Part Time Position

- **Key Contributions:** Delivered exceptional customer service, support event setup and teardown, operate A/V equipment, maintain sound, visual, and lighting systems throughout the building, and ensure smooth technical operations within a team setting.

- **Outreach Team Member (2020-2021)**

University of Nevada Reno College of Engineering - Part Time Position

- **Key Contributions:** Received project-based experience by co-editing and narrating an Outreach College of Engineering video tour. Gained experience working remotely in a group setting.

EDUCATION

- **University Of Nevada Reno**
- **B.S. in Computer Science and Engineering (In Progress)**
- **Minor in Digital Interactive Games (In Progress)**

Expected Graduation: December 2025

Relevant Coursework:

- Embedded Systems Design, Arduino Programming, C/C++ Programming, Data Structures, Database Management Systems, Programming Language Concept, Computer Communication Networks, Fundamentals of Game Design, Game Engine Architecture, and Virtual Reality.
- Solid understanding of 2D and 3D integral calculus.

PROFESSIONAL DEVELOPMENT

- **Hardware Proficiency:** Proficient in the building, upgrading, and troubleshooting for desktop computer systems, including component selection and installation.
 - **Programming:** Proficient in C++ and C# with a solid understanding of object-oriented programming and data structures. Basic understanding of SQL and database management. Open and adaptive to learning new programming languages.
 - **Software Proficiency:** Skilled in using Microsoft Office Suite and various document editing tools. Basic understanding of Adobe Premiere Pro and Adobe Photoshop. Good understanding of Unity, Unreal Engine, and Visual Studio.
 - **Web Development:** Basic knowledge of HTML and CSS, with practical experience from multiple web design courses. Introductory understanding of Javascript.
 - Passionate about coding, technology, and continuously engaged in programming projects.
-
-