

THEODORE STRICH

Tempe, AZ - open to relocation (480) 316-3842 theodorestrich@gmail.com
<https://tstrich-tstrich.github.io/>
<https://www.linkedin.com/in/theodore-strich/>

WORK EXPERIENCE

Ford Audio/Video Systems

Phoenix, AZ
September 2024-current

Control Systems Programmer

- Designing and implementing both **frontend** and **backend** for A/V systems
 - used C#, .NET, Python, in addition to A/V industry-specific tools (Crestron SIMPL, Q-SYS scripting)
- Worked in a fast-paced environment to push projects in weeks or less
- Working directly with high-profile customers to ensure their needs are met
- Responding to Jira tickets to keep existing systems working as expected
- Providing real-time support and bugfixes for urgent deployment of code on construction jobsites

Musician/Composer (freelance)

Tempe, AZ / Los Angeles, CA
May 2020-Present

- Award-winning classical, jazz, and game **composer** and **producer**
 - 2023 Sinta Quartet National Composition Competition, Game Audio Network Guild Scholar, 2024 USC Thornton New Music for Orchestra, Finalist for 2020 BMI Young Composer Awards
- Extensive experience as an independent **musician**, **audio engineer** and **project manager**

Radius A.I.

Tempe, AZ
May 2023-July 2023

Data Science Intern

- Maintained and created applications used internally to manage large quantities of data
- Worked in existing Python codebases with **pandas** to improve data collection and management for machine learning datasets
 - Worked to extensively debug and refactor **Github** repos made by a previous team
- Optimized data collection and management scripts using pandas and dynamic programming
- Produced visualizations of datasets with 900k+ entries and of application performance using **Matplotlib**
 - Script generated simulated convenience store transactions - visualized distribution of products across scenes
- Visualized improvements at each step to showcase results
- Maintained a **Github wiki** and Notion pages for scripts, to provide documentation to other teams
- Optimized workflow with custom zsh/bash scripts and macros

TECHNICAL SKILLS

Programming Languages - C++, C, C#, Python, GLSL, Java, Lua

Optimization - Multithreading, Profiling, Custom Memory Allocation, SIMD, Dynamic Programming, Genetic Algorithms

Networking - OSI model, SQL, HTTPS, writing RESTful APIs, Network traffic monitoring with Wireshark

Data Management - Python pandas, Matplotlib visualizations, compression algorithms, various CLs and scripting

Mathematics Concepts - Linear Algebra, Matrices, Vectors, 3D physics simulation

Game Programming - 2D/3D graphics and rendering and simulations, experience in Unity Engine, Godot Engine, Unreal Engine, SDL, and OpenGL, accustomed to working with a tight performance budget and hardware limitations

Programming Paradigms - Functional, Imperative, Object-Oriented programming

Embedded Systems - VHDL, SIMPL Windows/SIMPL+, QSYS Designer, Arduino projects

PERSONAL PROJECTS

Pixelguy Fighters

- **Solo-developed** an indie fighting game in **Unity** using **C#**
- Designed and implemented all functionality of the game - player input, movement, physics simulation, combat mechanics, UI
- Trained a **neural net** using **reinforcement learning** and **Unity MLAgents** (based on PyTorch) to play the game and integrated this net into the final product as computer-controlled enemy
- Managed a small team of art and music collaborators for the game
 - Ran five recording sessions for the soundtrack with six live musicians
 - Worked with visual artist to create sprites for the game

Other Game Projects

- Participated as programmer and composer for several game jam team projects
 - a **rage platformer** involving throwing ropes, a **short physics-based demo** for piloting a spacecraft, an **endless twin-stick shooter**
- Developed a **mod for Minecraft** in Java with new enemies and equipment

Academic Projects

- Created both **compiler** and **emulator** using **C++** and **Bison** for a hypothetical simple computer: fifteen 32-bit registers with 3-color graphics
- Recreated seven different modern and retro games in **C++** including Portal, the original Super Mario Bros, Pac-Man, Frogger, Pong
 - Used **SDL** and **OpenGL** libraries
- Created a **REST Server** with a database of movies from IMDB data
- Created and ran an **SQL database** and server for OpenTibia

EDUCATION

University of Southern California

Los Angeles, CA

Computer Programming Minor/ Bachelors of Music in Composition

August 2020-May 2024

GPA - 3.89

Relevant Classes: Professional C++, Data Structures in C++, Object-Oriented Programming in Java, Video Game Programming