



Eric Koehli

Software Developer

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🧠 Skills

- Programming
- Python
- Rust
- JavaScript
- C/C++
- Unity Game Engine
- Data Structures
- Git
- React
- HTML & CSS
- Linux/Unix Systems
- LaTeX

🎮 Interests

- Tennis
- Pickleball
- Badminton
- Table Tennis
- Paddleboarding
- PC Gaming
- New Tech
- Operating Systems
- Cryptocurrency
- Graphics Simulations
- Rust Game Development

🌐 Languages

- English

👤 Profile

Recent **Computer Science** graduate, eager to apply my education and skills to further the mission of an exceptional company. Proficient in a variety of operating systems, programming languages, and software tools. Able to effectively self-manage during independent projects, as well as collaborate as part of a productive team. Always excited to utilize the latest cutting-edge tech stacks. Continuously seeking to become a better person than I was yesterday.

🎓 Education

University of Toronto, Honours Bachelor of Science in Computer Science 🌐

Sep 2017 – Jun 2021 | Toronto, Canada

- Graduated with Distinction.

Lakehead University, Honours Bachelor of Science in Psychology 🌐

Sep 2012 – May 2017 | Orillia, Canada

- Graduated with a 4.0 GPA.
- Graduated with a First Class Standing.
- Received multiple Dean's List awards.

📁 Projects

2D Smoothed Particle Hydrodynamics, Physics-Based Animation Project 🌐

Jan 2021 – May 2021

- Translated complex mathematical formulas into functional code.
- Independently implemented a computer graphics research paper using MATLAB, Python, and Rust.
- Authored a SIGGRAPH Technical Brief describing my algorithm.
- Received 100% in this Master's course.

A Weathery Journey, 3D Puzzle Platformer built with Unity 🌐

Jan 2020 – May 2020

- Collaborated with a group of talented artists, game devs, and musicians to create our own video game in Unity!
- Scheduled and led team meetings, set deadlines, and assigned tasks to team members.
- Communicated with artists, devs, and musicians to align project goals and vision.
- Developed and implemented our character movement system, including the physics and character animations in our game.

🏢 Professional Experience

Self Employed, Tennis Instructor 🌐

Jun 2008 – present | Orillia, Canada

- Teach groups of all ages from children to seniors, the skills required to play tennis.
- Plan lessons based on clients individual skill level.
- Build positive long-lasting relationships.

The Fields Institute for Research in Mathematical Sciences, Research Assistant 🌐

May 2017 – Sep 2019 | Toronto, Canada

- Researched topics in Knot Theory including the Alexander-Conway, Bracket, Jones, and Homfly polynomials.
- Studied topics in Wavelets and Fourier Analysis.
- Presented research and work assignments to supervising professor Maria Grazia Viola during informal lectures on the blackboard.