

Sinjin Rushton

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EDUCATION

University of Utah

Salt Lake City, UT

Bachelor of Science in Computer Science, Emphasis in Game Development

Sep. 2021 – May 2025

Relevant Coursework: Comp. Networks, Comp. Security, Comp. Systems, Parallel Programming, Artificial Intelligence, Programming Languages, Comp. Graphics, Linear Algebra, Calc. I-III, Capstone Game Development, Traditional Game Development

Pierce Community College

Woodland Hills, CA

Concurrent Study Senior Year: Computer Programming

Aug. 2020 – Jun. 2021

PROJECTS

Tiny Sheriff | C#, Unity, Jira, Git

Aug 2024 – May 2025

- Lead Engineer on Capstone video game project in Unity
- Created many core system functions such as agnostic event system and save manager
- Worked closely with UI Designers to implement all in game UI elements such as game screens and HUD
- Coordinated with team of 8 engineers and 20+ other disciplines in biweekly meetings to ensure smooth development

Artificial Intelligence Projects | Python

August. 2024 – Dec. 2024

- Developed a digit classifier using NIST handwritten digit data
- Tested and explored various algorithms and their trade offs in AI game automation
- Created tools to automatically train on various hyper-parameters and optimize results

Rockin' Llamas | Unreal Engine, Perforce

Jan. 2024 – May 2024

- Created multiple systems for the game including spawn manager and modular ability system
- Coordinated with team using Jira and AGILE methods to properly address appropriate tasks
- Managed asset integration and development using Perforce

Comp. Systems Projects | C, Make, GDB

Jan 2024 – May 2024

- Developed a Unix shell complete with IPC primitives like pipes
- Created a performant memory allocator based on malloc
- Implemented an asynchronous HTTP handler and social media backend

Homelab Management | Docker, Nginx, Wireguard, Cloudflare, Linux

Jan 2021 – Present

- Built and configured home server in many iterations from available parts
- Constructed many docker compose and docker stacks for various projects and experiments
- Configured Load Balancer/Reverse Proxy as well as Cloudflare NS to allow access to internal services using NGinx for TLS termination
- Created CRON jobs and Systemd services for frequent backups to prevent data loss

LAUSD Exploit Disclosure | Python, Selenium

Sep. 2020 – Dec. 2020

- Discovered a critical vulnerability in LAUSD infrastructure exposing sensitive information on students and faculty including immediate family, grades, and passwords
- Pair programmed a POC script demonstrating the gravity of the vulnerability
- Created a comprehensive report outlining vulnerability details and solutions and forwarded it to LAUSD IT
- Prevented the vulnerability from exposing information on 500,000+ students and faculty

TECHNICAL SKILLS

Languages: Rust, Java, Python, C/C++, C#, POSIX Scripting, LaTeX

Developer Tools: Git, Docker, VS Code, Vim, Visual Studio, Eclipse, Perforce, Jira, GDB, Ghidra, MAUI, QT, Office Suite

Game Engines: Unreal Engine, Unity, Game Maker Studio

INTERESTS

Outdoor: Kayaking, Hiking, Climbing

Indoor: Server Management, Reading, Home Automation