

Jachin Minyard

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EXPERIENCE

Media Services IT

University of Texas at Dallas

📅 01/01/2025-01/01/2026

📍 Dallas, TX

As a student worker I was in charge of taking help calls, attempting to walk customers through different solutions to their problems, and go on site if the issue could not be settled over the phone. I also helped in the setting up of equipment such as TV's, mics, and other audio equipment for events. I also installed equipment in classrooms

Automation

Installations

Troubleshooting

AV equipment

Communication

Auto Cad Surveyor

JLParker Plumbing

📅 2018-2020

📍 Dallas, TX

As a surveyor I was in charge of using Auto Cad and Top-con equipment to locate and mark plumbing lines for new construction. In this position I was in charge of coordinating with the team of plumbers and the building engineers to layout the location of the pipes

Communication

Leadership

AutoCad

PROJECTS

Lebase

Senior Design Project

📅 2024

📍 Richardson, TX

Lebase was an application developed by my team for a law firm, They wanted a program that could be used to help their Secretary update and manage case info with out having to manually search and update each case from TechShare. This project used a variety of tools such as OpenAPI, Rust, and Nginx

Rust

OpenAPI

NixOS

Nginx

Automation

SQL

Database Normalization

Blood and Wit

Personal Project

📅 2024-current

📍 Richardson, TX

A Turn Based Tactics game designed in the Godot engine still in development. During the development my team has had to implement multiple design patterns for the engine and hand roll our own path finding and algorithms like the A* and IDS.

Godot

Game Design

Design Patterns

Team Lead

Algorithms

Tooling

UI design

Terraformus

Computer Graphics

📅 2023-2025

📍 Richardson, TX

Terraformus is a experiment in procedural terrain generation for planets. It was developed in Unity as apart of a computer graphics project and uses occlusion cullign to boost performance. The planet is made up of multiple triangle meshes and uses coherent noise to generate the elevations. Then based on the elevation a shader is applied.

Unity

Noise Generation

Computer Graphics

Computer Simulation

C#

UI design

TManager

System Managment

📅 2026-current

📍 Richardson, TX

TManager is a CLI tool I created to streamline the creation and launching of the Dedicated Terraria Servers that can be hosted from a verity different systems. TManager allows the user to quickly launch servers based off of command line arguments or a defined configuration file as well. The user can list the running servers pull up and manage them all from an easy to use and well documented CLI. Two versions are available one written in bash which was my prototype and one in python that is cross system compatible.

Linux

Windows

Mac

Python

Bash

EDUCATION

Bachelors of Science in Computer Science

Universtiy of Texas at Dallas

📅 Sept 2022 – 2025

📍 Richardson, Tx

Relevant Courses:

Algorithms

Unix Sys Programing

Operating Systems

Machine Learning

Databases

Graphics

Game Design

AI

Computer Architecture

Digital Logic

Masters of Science in Computer Science

Universtiy of Texas at Dallas

📅 Sept 2025 – Ongoing

📍 Richardson, Tx

Relevant Courses:

Software Testing

Advanced Algorithms

Distributed Systems