

Henry Kim

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Education

Bachelor of Science in Computer Science

Graduating May 2023

The University of Texas at Dallas, Richardson, TX

GPA: 4.00

- Collegium V Honors Program
- National Merit Scholars Program
- Fast-Track Program for Computer Science M.S.
- Undergraduate coursework: C/C++ in a Unix Environment, Software Engineering, Database Systems, Computer Networking, Computer Graphics
- Graduate coursework: Machine Learning, Computer Algorithms

Work Experience

Multimodal Interaction Lab Research Intern

May 2021 - Present

The University of Texas at Dallas, Richardson, TX

- Developed virtual and mixed reality projects that utilize new technology such as Meta/Oculus VR headsets and Ultraleap hand trackers
- Created a REST API server for controlling IoT devices
- Wrote scripts in Python for parsing Excel files and analyzing data
- Adapted the SDK for an ultrasound haptics board for faster and easier development in Unity

Academic Projects

Full-Stack Developer

January 2022- May 2022

Database Systems Course, Richardson, TX

- Helped develop a resource-management video game as well as its database back-end for keeping track of progress, and game states
- Helped integrate the game with the database back-end via PHP queries to the database
- Managed the team's version control conflicts using Git

Front-End Developer

January 2020 - April 2020

The Association for Computing Machinery, Richardson, TX

- Worked on one of the ACM Projects teams to develop BillboARd, an Augmented Reality mobile app that makes advertisements more engaging
- Used Unity and Vuforia to load 3D models and interactive features when the user points their camera at an advertisement
- Designed mock-up user interfaces and implemented them using Unity's UI canvas editor

Skills

- Programming in C++, C#, Python, and Java
- Application development in the Unity engine