Kirin Narine

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Work Experience

Bose Corporation, Framingham, MA – iOS Developer   July 2021 – December 2021

- Responsible for research and development for VR and AR technology
- Created AR audio filter that can be used in conjunction with other MacBook applications
- Created an AR Audio Reactor for iOS devices
- Adept at QA testing and prototyping
- Assisted in the advisory of VR/AR projects in the initial design phase of development

KI Sales Intl, West Palm Beach, FL – *Product Manager*   January 2017 – August 2020

- Managed a variety of products sold to customers to increase sales and ensured quality customer service
- In charge of packaging and delivery of various products
- Responded to any inquiries about products from the customer, to better deliver a positive experience
- Responsible for resolving any issues that customer's might have had

Projects

Papercraft Plunders – Unity Game   January 2022 – May 2022

- Computer Game with procedural enemy spawning, room creation, and item drops
- Designed and implemented several behavioral patterns for hostile entities of various power levels

Command Line Shell – C Program   February 2022 – March 2022

- A Linux based command line shell that executes various commands
- Contains built-in commands cd, source, prev, and help which function as they would in a standard terminal
- Allows for Sequencing, Input Redirection, Output Redirection, and Pipe

Distributed Key-Value Database – Datastore Program   November 2022 - December 2022

- Simple datastore that supports basic get and put requests that utilize a key value system
- Utilizes the Raft protocol to ensure consensus when running multiple times in parallel

Skills

Java, C, C++, C#, Python, Swift, Unity, Adobe Photoshop, Adobe Illustrator, Microsoft Office

Customer Service, Product Management, Problem Solving, Outstanding Written and Verbal Communication, Positive Attitude, Teamwork, Adaptable, Organization, Conflict Resolution, Analytical Thinking, Flexibility, Patience, Quick Thinking

Education

Northeastern University, Boston, MA   August 2019 – Present
Khoury College of Computer Science   GPA: 3.1/4.0
Candidate for Baccalaureate of Science. in Computer Science/Game Design   Anticipated May 2023

Relevant Courses:	Object-Oriented Design, Discrete Structures, Programming in C++, Math Fundamentals for Games, Game Programming, Rapid Idea Prototyping, Level Design and Game Architecture, Algorithms and Data Structures, Networks and Distributed Systems, Computer Systems, Game Engines, Computer Graphics, Human Computer Interaction
Activities:	Northeastern Game Development Club, Choir

Suncoast Community High School   August 2015 – May 2019

Interests

Singing (Choir), Playing the Drums, Musical Theatre, Animation, Film, Weightlifting, Pro-Wrestling, Board Games, Cooking