

Kavin Srithongkham

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GitHub: <https://github.com/AznCelebration>

Education University of California - San Diego, La Jolla, CA 2013-2017

- B.S Computer Science
- Graduated with Cum Laude Honors (3.7 GPA)
- Relevant coursework: Software Engineering, Advanced Data Structures, 3D UI Design, Operating Systems, Artificial Intelligence, Computer Graphics, Computational Linguistics

Work Experience

- **English Tutor at ISA Japan** Aug 2015
 - Supported Japanese students at Izumigaoka High School in Kanazawa, Japan in utilizing English to convey their ideas through both speech and writing.
 - Supervised and oversaw small group discussions and projects.
 - Encouraged Japanese students to develop international perspectives and understandings.

Projects

- **Sandma (C++, OpenGL)** 2017
 - Co-led a 6 man development team for a 3D networked real-time multiplayer videogame. Designed and implemented a custom game engine including modules such as physics, advanced rendering, UI, and player input.
 - Live demo of Sandma: <https://youtu.be/AOhmrbtwo9o?t=14m35s>
- **VR Pacman (Unity/C#)** 2017
 - Implemented behaviors and features of the videogame Pacman but used Virtual Reality to place the user in the POV of Pacman for a fun, new take on an old classic.
 - Quick demo: https://www.youtube.com/watch?v=UAzXpL_dMLA
- **HitMeUp (Django/Python, ReactJS/JavaScript, PostgreSQL)** 2015
 - Co-developed a web application designed to compare schedules of friends in order to find mutual free time. Experience with using agile software development for web development in a 9-man team.
 - Link to HitMeUp: <http://sudowoodo-hitmeup.herokuapp.com/>

Skills

- **Proficient:** Java, C++, C, Python, HTML/CSS, Git, Unity (C#), OpenGL
- **Familiar:** Ruby, JavaScript, ReactJS, Django, Ruby on Rails, PostgreSQL