

# Caden King

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## EDUCATION

### Bachelor's Degree in Software Engineering

San Jose State University • San Jose, CA • 2025 • 3.51 GPA

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## PROJECT

### Reinforcement Learning AI Playground

SJSU Senior Project • August 2024 – May 2025

- Designed and developed an interactive Unity game in which players observe AI agents learning how to reach a finish line.
- Players place obstacles and adjust hyperparameters, immediately observing the impacts of their changes on agent behavior.
- Configured agent training pipeline in Unity using C# to maintain consistent frame rates while supporting at least 10 simultaneous reinforcement learning agents.
- Built modular minigame architecture in Unity and C#, showcasing applied understanding of machine learning concepts, physics simulation, and software design.
- Developed 3 interactive minigames using Unity and C# that allowed users to visualize reinforcement learning principles in distinct simulated environments.

### Personal Portfolio Website

[www.cadenking.com/](http://www.cadenking.com/) • July 2024 – July 2024

- Developed an accessible, responsive website from scratch using React, showcasing demo videos or GitHub repositories for 3 listed projects.
- Conducted cross-browser testing across 5 modern browsers and deployed the site using GitHub Pages to ensure high availability.
- Designed responsive UI/UX, ensuring a seamless user experience on both mobile and desktop devices.

### Music Rating Social Media Platform

SJSU • January 2024 – May 2024

- Collaborated with a team of 4 to build a music-based social media platform utilizing Spotify's API.
- Designed and deployed a comprehensive database schema, managing complex relationships between users, songs, and artists.
- Implemented a robust backend solution with Django, including user authentication, API endpoints, and database functionality.
- Devised a data-driven recommendation system, leveraging users' genre and artist preferences to create a more tailored experience.

### Simulated Grocery Store Website

SJSU • January 2023 – May 2023

- Collaborated with a team of 7 to develop an online storefront for a grocery store's delivery service.
- Led backend development using NodeJS, Express, and MySQL to implement key features, including user authentication, inventory management, and transaction tracking.
- Built robust admin tools for grocery store employees to update stock information and visually track trends in customer purchases.

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## RELEVANT COURSEWORK

### Computer and Human Interaction

SJSU • 2025

- Learned UX fundamentals, focusing on modern applications
- Evaluated user interfaces of popular applications based on design principles
- Used Figma's prototyping tools to redesign Dashlane Password Manager's web extension, decreasing the time to complete common tasks by at least 40% during user testing

### Machine Learning for Big Data

San Jose State University • 2025

- Learned data analysis fundamentals, including classification and regression models
- Used scikit-learn with appropriate models to perform classification/regression tasks on real datasets
- Achieved best final project score in the class due to model performance and lack of overfit

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## TECHNICAL SKILLS

Languages: Java, Python, C++, C#, HTML, CSS, JavaScript, SQL

Frameworks/Libraries: React, Django, Node.js, Tailwind CSS

Developer Tools: Docker, Git, Figma

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