

Cameron Kim

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PROFILE

I am a senior at Kent State University majoring in Computer Science and minoring in business. I have interests in extended reality software, game development, and web development.

SKILLS

Languages:

- C++
- C sharp
- Javascript
- HTML/CSS
- SCSS
- Python

Technologies:

- React
- Express
- Unity3D
- OGRE
- Materialize
- Bootstrap

Skills:

- Agile software development
- Quick Learner
- Patient
- Team player
- Great communicator

EDUCATION

Kent State University, 800 E Summit St, Kent, OH 44240 - *Bachelor of Science | Major: Computer Science | Minor: Business*

AUG 2018 - MAY 2022

- **Software Engineering:** Taught how to work in larger teams using agile software development to create a note taking app. We each had an assigned role that we focused on with a President, SCRUM master, Market analysts, frontend developers, backend developers, and QA testers. We only focused on what we were assigned and worked in weekly sprints, presenting our progress at the end of the week. At the end of the semester, we had to give a presentation and tech demo to the class, the professor, and a group of software developers who asked us questions about our product.
- **Web Programming:** Learned how to create modern web apps using template, frontend frameworks like React and Vue, and backend web frameworks like Express and Flask. We learned the basics of how the web works, how to use sessions and cookies, how to create dynamic websites, and how to use modern web frameworks.

- Capstone: We learned how to work with stakeholders to create and document software. We created a system to integrate SVN into Discord with customizable notifications and remote repository interaction for RoviSys for use with their legacy SVN projects. We worked in weekly sprints and met with our stakeholders every week to report on our progress and got requirements and feedback from them. We kept documentation on how the software worked and how to use it. At the end of the semester we gave a presentation to the class and our stakeholders along with a tech demo.
- Game Programming: Learned how to create games using game engines such as Unity3D and Unreal Engine. We learned how games work under the hood and how to implement specific features into games such as shooting, movement, physics based movement, camera follow, etc.. Every week we gave a video presentation to report our progress to the professor and at the end of the semester we presented our project to the class. I created a first person shooter where bullets ricochet off walls. The more ricochets it took to defeat an enemy, the more points you got.
- Game Engine Concepts: Learning how game engines work and how to make tools and extensions for them.
- Big Data Analytics: Learning how to work with big data, what data structures to use, how to process large amounts of data.

ADDITIONAL EXPERIENCE

Kent State Department of Recreation, 1550 Ted Boyd DR, Kent, OH 44240
Supervisor, Instructor, Coach, Lifeguard

August 2020- Present

- Ensure the safe operation of the Natatorium, through appropriate risk management, staffing, and quality customer service.
- Monitored behaviors for safety violations and took steps to prevent further violations.
- Led swimmer instructional lessons with participants of varying ages to share optimal swim techniques and build strength.

Projects

Images and links to Github repositories can be found on my website

ERIS Version Control Integration | *Electron, Javascript*

ERIS was my senior capstone project where we learned to work with stakeholders to develop an application. ERIS is SVN integration into Discord that allows you to customize notifications for repositories, allow for remote control of your working repository, and allows for some automation with auto updating. It consisted of 3 parts, a discord bot, a server application that kept the repositories and database, and a client application that runs on the user's computer. I designed and

implemented the client side application that handles repository settings, executing SVN commands on the clients computer, logging of commands executed on the client, and communication with the server system. We implemented this for RoviSys to allow them to have an easier time working with their legacy SVN repositories.

Covid Stats | *React, Web Development*

Covid stats is a site that tracks US Covid-19 statistics on a national and per state basis. It takes use of the API provided by The COVID Tracking Project. It tracks Individual states' stats on number of positive cases, number of people on a ventilator, number of dead, and number of people in the ICU. This data is visualized in a US state map. The app also displays these stats over time on a line graph and on a national level. The app was created using React, Bootstrap, ChartJS, and Google Charts.

Ricochet | *Unity, C#, Game Development*

Ricochet was my first game development project that I made for my intro to game programming class. It's a simple first person shooter with the added mechanic of bullets that ricochet off of walls. Creating the game was a big learning experience for me. I learned how to create a first person perspective and how to create simple enemy AI. The game was built in unity and uses free models from the asset store.

Space Samurai | *Unity, C#, Game Development, Virtual Reality*

Space Samurai is a virtual reality game that I am still currently developing using Unity3D and their XR Toolkit. The game has the player using a lightsaber to block on coming lasers being shot at the player from a robot that moves around to random locations in an arcade style of game. The longer you survive, the more points you get and the harder the game gets.