Juhyun Kim

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Education:

Northeastern University | Boston, MA **|** Khoury College of Computer Sciences   *Sep. 2022 - Present*
Candidate for Bachelor of Science in Computer Science and Game development   *Expected: May 2026*
Honors: GPA: 3.6/4.00 | Distinguished Scholar
Relevant Coursework: Discrete Mathematics | Object-Oriented Design | Algorithm and Data | Game programming | Programming In C++ | Level Design and Game Architecture | Media and Social Change | Art & Design at NU | Foundations of Game Design | Game Studio

Computer Knowledge:

Programming Languages : Java | Kotlin | Python | C++ | JavaScript | GDScript
Software: Blender | IntelliJ | Clip Studio Paint | Visual Studio | Godot | Unity | Adobe Illustrator | Adobe Photoshop

Projects:

Boy Go Brrrr | Godot, C++   *July. 2024 - Present*
  - Made a roguelike game through Godot Game Engine implementing character state machine, enemy behavior, and making sprites and animation for the game. Practiced efficient coding through static typing.

Dream Log | Next.js (React), Firebase   *Jun. 2024 - Sep. 2024*
  - Coded a journaling website where the user can save their journals, keep track of the people and places mentioned.
  - Implemented functionalities such as filter search, tags, autocomplete
  - Learned about data management and data structure designs and web designs such as SVGs or CSS

The Battle Arena Mod | Java   *Jan. 2024 - May. 2024*
  - Coded in Java to create a custom Minecraft mod that added unique items, weapons, and 3D models to the Minecraft game
  - Demonstrated proficiency in Event-Driven Programming and API integration

RateYourDorm | CSS, HTML   *Dec. 2023 - Jan. 2024*
  - Collaborated with peers to Develop a comprehensive website aggregating dormitory information and facilitating user reviews for Northeastern University and Learned to use online databases to store user information such as login or reviews
  - Simplified the process of gathering dorm-related information and sharing experiences

Tinker's Workshop | Java   *Sep. 2023 - Jan. 2024*
  - Designed and implemented an interactive game in Java allowing users to customize and upgrade weapons to combat monsters
  - Developed my own way of storing user's information using a txt file and my own dataLoader class to write and read save files
  - Created an interactive user-friendly game interface using JPanel and Jframe

Reversi | Java   *Oct. 2023 - Dec. 2023*
  - Coded in Java to develop a hexagonal version of the classic game, Reversi that incorporates fully implemented views using Java Swing library. Implemented version control using GitHub to manage project iterations and facilitate collaborative development
  - Developed an A.I. player that uses builder pattern to create A.I. with customized tactics
  - Gained proficiency in asynchronous programming

Klondike | Java   *Sep. 2023 - Oct. 2023*
  - Developed a fully functioning Klondike game with different game modes, such as whitehead Klondike and Limited draw klondike that alters the rules of the game, using factory pattern and textual view

Work Experience:

It's Boba Time | Torrance CA | Employee/Barista   *May 2023 - Sep. 2023*
  - Managed time effectively while working two concurrent jobs
  - Prepared ingredients for the drinks (cutting fruits, cooking/mixing powders and ingredients)

Dingtea | Carson CA | Employee/Barista   *May 2023 - Sep. 2023*
  - Managed the store's inventory making sure all the ingredients are not expired and kept the storage space organized

Presotea | Torrance CA | Assistant Manager/Barista   *May 2022 - Sep. 2022*
  - Provided customer service and prepared beverages
  - Managed schedules of other employees

Additional Information

Awards:
  - Secured first place at the 2021 Korea National Peace and Youth Drawing Competition
  - Won the Pacific American Volunteer Association World Gala Award

Interest: 3D Modeling: Have taken role as a 3D artist in various game projects

Spoken Languages: English (fluent), Korean (fluent), Japanese (conversational)