**Jason Kwak**

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**EDUCATION:**

**Bachelor of Computer Science Honours, Co-op Option**  **Sept 2021 – Present**

* Carleton University, Ottawa, ON
* Second Year Standing, 11.50/12 (A+)
* Expected Graduation Date: May 2026

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**TECHNICAL SKILLS:**

* C/C++, Java, JavaScript, HTML/CSS, Python, SQL
* Worked on Unity using C# to program games for multiple game jams
* Implemented principles of Object-Oriented Programming like inheritance, encapsulation, polymorphism using both Java and C++
* Proficient in debugging software/code to identify and resolve errors efficiently.

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**SOFT SKILLS:**

**Communication**

* Strong communication skills demonstrated through regular and effective communication with team members during group projects.

**Time Management**

* Strong time management skills developed by proactively planning and organizing project schedules to ensure timely completion.

**Collaboration**

* Ability to collaborate effectively with peers and contribute to the success of group projects through strong teamwork skills.

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**HACKATHONS:**

**Programmer/Artist/Composer** **September 2022**

Beginner Circle Jam #2

* Programmed the playable character’s movement script and enemy’s behavior script
* Communicated effectively with others in a positive and productive work environment
* Managed production for all the art and music used in the game

**Programmer/Artist** **December 2022**

Beginner Circle Jam #3

* Wrote multiple scripts for resource collectors in the game
* Developed and integrated UI elements for the game
* Managed production for all the art used in the game