

Kae Strange

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Availability: July – December 2025

Education

Northeastern University | Boston, MA

September 2023 - Present

Khoury College of Computer Science

Expected: May 2027

Candidate for a **Bachelor of Science in Computer Science, Concentration: AI, Minor: Game Design**

Relevant Courses: Programming in C++ | Artificial Intelligence | Object Oriented Design | Computer Systems | Foundations of Data Science | Probability and Statistics

Brookhaven College | Dallas, TX

September 2019 - May 2023

P-Tech Early College | Graduated 3.7 / 4.0 GPA

Associate of Applied Science in Computer Science

Relevant Courses: Fundamentals of Networking Technologies | Advanced Java Programming

Technical Knowledge

Languages: Java | C/C++ | Python | SQL | C#

Software: Google Suite | IntelliJ | Unity | Microsoft Office Suite | Git | Java Swing | VS Code | Visual Studio

Projects

Spring Database

December 2024 - Present

- Leverage Spring Boot, IntelliJ, and PostgreSQL to set up and manage a database connection.
- Build a student database as part of the Amigoscode online course, integrating Spring Boot with data APIs for efficient data handling.

Color Radias

November 2024 - December 2024

- Utilized IntelliJ IDEA, Java Swing, and the Model-View-Controller (MVC) architecture to effectively manage user input and render dynamic graphical output.
- Implemented and improved upon a digital version of an analog board game created for a Rapid Idea Prototyping class, adapting the cards to work better with the faster pace allowed by automation.

Memory Management

November 2024

- Developed a pseudo memory management system using VSCode and C, focusing on custom memory allocation and deallocation methods.
- Implemented a stack and heap using pointers and arrays for a Computer Systems project, enhancing understanding of memory structures and C programming fundamentals.

Solo Red

September 2024 – October 2024

- Leveraged IntelliJ and Java, employing the Model-View-Controller (MVC) architecture to efficiently manage user input and terminal output.
- Adapted the single-player card game Solo Red into a terminal-based digital format.

Move Shoot

September 2023 - October 2023

- Utilized Unity Game Engine to create a 3D first-person target shooting game, incorporating wall-jumping mechanics and multiple immersive levels.
- Collaborated with a team of 4 others to design, develop, and deliver a fully functional game project within the tight deadline of a game jam competition.

Interests

Clubs: Game Development | Game studio | Robotics | TaeKwondo

Hobbies: Watching Action Anime | Learning new things | Playing Open World Video Games | Drawing