

Sean Kim

Software Developer

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SUMMARY OF QUALIFICATIONS

- Fast and eager learner who adapts quickly to change
- Strong communication and presentation skills
- Creative and efficient problem-solving skills

TECHNICAL SKILLS

- *Languages:* Swift; C++; Java; Visual Basic; Python
- *Tools:* Xcode; Eclipse; BlueJ; Git; MS Excel; MS Word; MS PowerPoint
- *Operating Systems:* Windows; Mac OS X

PROJECTS

Falling Through The Walls (Nov 2015 – Jan 2016, Individual Project)

- Developed game for iOS on Xcode using Swift Spritekit from scratch
- Implemented random generation of obstacles for a slightly different experience every try

Three In A Row (Dec 2014 – Jan 2015, Individual Project)

- Game developed using Java, Becker.Robots class
- Options for customization for users such as robot shapes and colours
- Learned to use external libraries from online documentation

Plinko (Sept 2014 – Oct 2014, Individual Project)

- Customized version of Plinko developed using Java
- Text based game where the player has variety of added features such as the store feature for a more exciting experience

Guess The Block (Jan 2014 – Feb 2014, 2-Person Project)

- Game developed using Visual Basic with a partner
- A game where the player has to guess the colour of the blocks under certain conditions
- Has options of playing against another person, or playing against an AI programmed to make the most efficient decisions

Star Fractal Generator (Jan 2013 – Mar 2013, Individual Project)

- Fractal generator programmed using Python's turtle library
- First learned and used concept of recursion to do iterative operations

EDUCATION

Sept 2015 – Apr 2020

University of Waterloo

Waterloo, ON

Computer Engineering 1B

- 1A GPA 3.9 / 4.0