

Vadim Kim

Interested in all things CS, from front-end web design to CV and algorithms

VadimKim.me

[GitHub/WojtekTB](https://github.com/WojtekTB)

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SELECTED PROJECTS

CityScape — [Live Demo](#)

Summer 2019

Computer-generated scene of a busy city with hand-drawn sprites in a pixel-art style. Dynamically adjusts lighting based on your local time.

Pixel art, p5.js, JavaScript

Silos — [Live Demo](#)

Winter 2019

A platformer with fully implemented collision, physics, animations, and map editor. All game logic was made with javascript.

Pixel art, p5.js, JavaScript

Outrun the Wave — [Live Demo](#)

Fall 2019

Procedurally generated 3d terrain with Perlin noise that reacts to the music.

WebGL, p5.js, JavaScript

EDUCATION

Bluestamp Engineering Program, San Francisco

Summer 2019

Built a remotely controlled omnidirectional three-wheeled robot using Arduino, servos and other electronics.

Worked on self-navigation using OpenCV and web cameras.

CMU Pre-College Program, Pittsburg

Summer 2018

Learned to 3d model in Rhino, and principles of architectural design.

Galileo Academy, San Francisco

Class of 2020

Public high school. Selected coursework:

- AP Computer Science
- AP Calculus BC
- AP Physics A/C

SKILLS

JavaScript, p5.js, HTML/CSS

Android, Java

Arduino, C/C++

OpenCV, Python

AutoHotKey scripting

AWARDS

Bluestamp Engineering
Program Rudy award

LANGUAGES

English, native
Russian, native
Spanish, beginner