

Vadim (Victor) Kim
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Education

University of California San Diego

BS, Computer Science

Expected May 2024

City College of San Francisco

AS, Mathematics

May 2022

GPA 3.79, Graduated with "Highest Honors"

PROFESSIONAL EXPERIENCE

Fiveamp

Junior Software Developer

San Francisco, CA

07/2020 – 05/2022

- Designed and implemented gameplay and backend systems for mobile games.
- Updated and maintained the company's legacy code to support new systems being added.
- Created new developer tools for improved performance and content creation speed using C#, Javascript, HTML, and Node.js.
- Explored new technologies for the company such as compute shaders and Steam integration.
- Pitched ideas to managers that later transitioned into new game features.

Fiveamp

Intern

San Francisco, CA

06/2020 – 07/2020

- Developed in Unity 3D game engine and C#.
- Explored game design and researched programming component-based programming patterns.

Projects

Personal Projects

- Created various projects in Javascript as a way to explore applying new algorithms outside theory.
- Utilized Javascript libraries such as P5.js, Three.js, Socket.io, and others.
- Explored Node.js for server and client side programming for multiplayer browser games.
- Demo projects link: https://wojtektb.github.io/page_projects

Bluestamp Engineering - Omni-directional robot

- Created a remote controlled omnidirectional robot using a raspberry pi.
- Learned how to solder and basics of engineering while working with motors and RC receivers.
- Project webpage: <https://bluestampengineering.com/vadim-k>

Carnegie Mellon University Architecture Pre-College

- Learned how to meaningfully lead and participate in large design projects.
- Lead productive discussions by encouraging group members to be vocal.

Skills

Technical Skills

Object Oriented Programming, Java, Eclipse IDE, C#, Unity, CSS, HTML5, Javascript, Node.js, Excel

Familiar

Android Studio, React, SQL, Python