KEVIN AHN

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EMPLOYMENT

VR Game Developer, Full-time

Highstreet

Summer 2021 – Summer 2023

- Developed cross platform gameplay systems for VR and WebGL that suits in metaverse environment.
- Implemented Ready Player Me Avatar integration and customization for users to enter the metaverse as.
- Optimized network synchronization by reducing amount of data sent to the server per tick, resulting approximately 80% improvement in local and server performance.
- **R&D** on variety of gameplay systems including, audio lip sync, customizable **NFT** residence, player Firebase data management, UI/AI state machine, combat, and crafting system.
- · Performed QA and bug fixing.

Lifeguard / Swim Instructor

YMCA

Spring 2020 - Fall 2020

- Instructed up to 15 students during a shift.
- Directly responsible for ensuring pool safety and responding to emergencies.

EDUCATION

Toronto, ON

Toronto Metropolitan University

Fall 2018 – Dec 2023

- BSc in Computer Science. GPA: 3.7
- Coursework: Artificial Intelligence; Machine Learning; Virtual Reality; Computer Security; Database Systems; Web Systems Development; Operating Systems; Computer Networks

PROJECTS

Momentum VR (2021).

https://github.com/athkev/The-Momentum-VR

- Virtual Reality parkour game featuring fast mobility with climbing walls, jumping off the wall and portals.
- C#, Unity, Blender

Green Delivery E-Commerce (2023).

https://github.com/mubarizafzal/CPS630-W2023-G21/tree/main/Project

- · Worked within a full stack scrum team.
- E-commerce website with MVC architecture pattern that allows users to login and order furniture.
- The database of the website is organized and secured with salted hash password within SQL.
- HTML, JavaScript, React.js, mySQL, php

Prolog Scheduler AI (2021).

- Built an AI that schedules professors with limited time slot into lecture by logic and conditions.
- Prolog

Finding Waldo Bot (2021).

- Built an algorithm with **Python** for finding a specific character from large sized image with numerous characters.
- Reduced search time from average of 25 min brute force method into 2 seconds (99.89% reduction).

ADDITIONAL EXPERIENCE AND AWARDS

- TMU Dean's List (2018 2022): Given for students who demonstrate academic excellence.
- DeltaHacks VI Hackathon: Participated with a website that gives financial advice depending on the input

Languages and Technologies

- C++; C; Python; C#; SQL; JavaScript/HTML/CSS; php
- · Visual Studio; mySQL; Eclipse; git; Spyder; Unity; Unreal Engine; React.js; CI/CD; OpenGL