Carolyn Kong

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Technical Skills

C++, Java, Visual Basic, HTML/CSS
Cybersecurity, Networks, Game Design, Android Studio

Experience

STEM Tutor *Riverside, CA*
INDEPENDENT TUTOR *Dec 2017 - June 2018*
- Provided weekly supplementary instruction to 6 students in math and science.
- Prepared students for exams by reviewing content and completing practice problems, resulting in a test grade increase of 20% on average.

Projects

Walk in Their Shoes *Android*
GRAND PRIZE, SAN DIEGO WOMEN'S HACKATHON 2016 *April 2016*
- Created an Android app that connects refugees and donors to establish a more thorough understanding of where the donor's donation goes.
- Designed assets, including icons and images, using Adobe Fireworks to improve user experience and usability.

Dungeon Explorer *Visual Basic*
FIRST PLACE, RCC APPLIED DIGITAL MEDIA COMPETITION-INTERACTIVE MEDIA 2016 *April 2016*
- Built an exploration game with Visual Basic using Visual Studio in which the player travels around a dungeon, looking for the exit to the next level.
- Designed sprites for the character and objects using Adobe Fireworks.

Aquatic Codeliners *Visual Basic*
TECHNICAL DIFFICULTY AWARD, SAN DIEGO WOMEN'S HACKATHON 2015 *April 2015*
- Served as lead developer for an interactive experience in Visual Basic using Visual Studio to educate children about water conservation.
- Implemented storyline of the experience so users can travel around a virtual house and learn water saving facts.

Santa Escape *Visual Basic*
INDEPENDENT PROJECT
- Constructed a platform game in Visual Basic using Visual Studio in which the player embodies Santa running across a rooftop, dodging snowballs.
- Created animations to pan the screen left and right and accentuate the character movements.

Education

University of California, Riverside *Expected June 2021*
B.S. COMPUTER SCIENCE *GPA 4.0*
Coursework
- Programming in C++
- Programming in Java
- Game Design