Kosi Chima

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Objective

Seeking entry-level programming internship opportunities for summer 2023 in Software Engineering or Game Development with a focus on Artificial Intelligence and Combat Scripting.

Education

Kennesaw State University, Marietta, GA   Graduation:Spring 2024
Bachelor of Science in Computer Science
Relevant Courses: User-Centered Design, Algorithm Analysis, Artificial Intelligence, Data Communications, Operating Systems, Concepts of Programming Languages, Parallel and Distributed Computing.

Bachelor of Science in Computer Game Design and Development
Minors: Computer Science and Software Engineering
Relevant Courses: Educational Game Design, User-Centered Design, Algorithm Analysis, Artificial Intelligence, Mobile and Casual Game Design, Digital Media and Design, App Extension and Scripting, Calculus I & II , Linear Algebra.

Relevant Skills

- **Languages:**   C#, Java, C++, Python, HTML, CSS, JavaScript, SQL
- **Concepts:**   Object-Oriented Programming, Data Structures, Artificial Intelligence, Systems Development, and Software Testing, Test Automation, Code Optimization
- **Software:**   MS Visual Studio, Unity, GitHub, PlasticSCM, Unreal Engine, Autodesk Maya, JetBrains Rider, Tailwind CSS
- **Platforms:**   Windows, Linux

Work Experience

Publix Supermarkets, Loganville, GA; Marietta, GA   July 2017 - Present
Customer Service Supervisor
- Monitored employee productivity and performance, providing feedback and coaching as needed to ensure efficient operations
- Successfully resolved customer inquiries and complaints in a timely manner
- Regularly communicated with employees to identify areas of improvement and devised strategies to address those areas

Code Ninjas, Marietta, GA   October 2021- May 2022
Code Sensei
- Instructed students aged 7-18 how to code in Unity using C#, Scratch and Javascript.
- Created curriculum and lesson plans for teaching basic coding skills.
- Created a positive learning environment that encouraged creativity and collaboration among students.

Relevant Project Experience

The Last Sapling (February 2023)
A 2D platformer game where the user player plays as a sprite character using a seed object to teleport and avoid your way through the mass of enemies.
- Created and Entered into the Global Game Jam 2023
- Used Bezier Curves to implement the aiming system of the seed object
- Collaborated with a group of 7 people as the Project Leader to create using the specifications and scope decided.
- Link: The Last Sapling

Grave Dig (June 2022)
A short story game, where combat and luck intertwine in a haunting dungeon where the only objective seems to be escape.
- Done for the Perma Pixel game jam, Implemented Player interaction with various surfaces including the enemies and the surfaces/ blocks around the Player
- Implement the 'block-breaking' mechanic
- Collaborated with a group of 10+ people to create the game based on the specifications given.
- Link: Grave Dig

Festival of Dionysus (January 2022 - May 2022)
An educational game made for the students of Dunleith Elementary 4th grade class, where the aim of the game is to complete the three mini-games, using the knowledge of the 4th grade curriculum at the time.
- Done for the Educational Game Design class in Spring(2022)
- Collaborated heavily with members of the teaching staff and school students.
- Utilized Github and git desktop applications as version control and Unity as the development platform
- Implement the Sound design, animation and Player movement, as well as the Interaction between all Prefabs.
- Link: Festival_Of_Dionysus

To-Do-List(December 2022)
A javascript /HTML and CSS that lets you create, edit or delete a To Do List.
- Made using JavaScript, HTML and CSS
- https://cozydevs.github.io/cozy-taskmaster.github.io/

135 Jacobs Lane, Loganville, GA, 30052   404-542-1609   https://github.com/cozyDevs