

# Kosi Chima

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## Objective

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Seeking entry-level programming internship opportunities for summer 2023 in game design and development. Specifically focusing on the area of Artificial Intelligence and Combat Engineering.

## Education

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Kennesaw State University, Marietta, GA Graduation: Spring 2024

**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, Data Communications, Operating Systems, Digital Media and Design

## Relevant Skills

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

## Relevant Project Experience

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**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: <https://milo-wilson.itch.io/festival-of-dionysus>

### **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: <https://onixjill.itch.io/grave-dig>

### **Work Experience**

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**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

- Taught 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.