

Kosi Chima

www.linkedin.com/in/kosichima

Loganville, GA 30052

404-542-1609

kosichima00@gmail.com

Objective

Dedicated Game Design and Development graduate proficient in C# and C++ seeking entry level opportunities to create immersive gaming experiences by applying creative problem solving and contributing to dynamic game development projects. Passionate about collaboration in cross-functional teams as well as a supportive and thriving work environment.

Education

Kennesaw State University, Marietta, GA

Graduation: Fall 2023

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, Algorithm Analysis, Artificial Intelligence, Mobile and Casual Game Design, App Extension and Scripting, Calculus I & II, Linear Algebra.

Relevant Skills

- **Languages:** C#, Java, C++
- **Concepts:** Object-Oriented Programming, Data Structures, Systems Development, Test Automation
- **Software:** MS Visual Studio, Unity, GitHub, Plastic SCM, Unreal Engine, Microsoft Office.
- **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
- Achieved a 13% decrease in customer service inquiries while increasing customer satisfaction by 8%.

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.
- Helped students identify and resolve programming errors and bugs, strengthening their debugging skills.
- Assumed leadership roles in group activities and workshops, guiding students through challenges and promoting teamwork.

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](#)

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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/>