

Dean Yim

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EDUCATION

University of California, Irvine

Irvine, CA (Sep 2019 ~ present)

- Bachelor of Science degree in Computer Science
- Expected graduation: December, 2022
- GPA: 3.65 (Dean's honor list from Fall 2020)
- Relevant Coursework: C++ Programming, Data Structure, Discrete Math, Java Programming, Computer Organization, Principles in System Design

ACTIVITIES

VGDC

Irvine (September 2020 – present)

- VGDC is a student-led organization dedicated to teaching students how to make games.
- Attended weekly meetings a few times.

ICSSC

Irvine (September 2021 – present)

- ICSSC is a student-led organization dedicated to sharing beneficial information and socializing with similar major students.
- Attended weekly meeting regularly.

PROJECTS

-2d top-down dungeon & tower defense game | developer and map designer

- Designed game maps and assets using Unity and pixel art.
- Implemented GUI for the game using Unity, C# and git.

-Multithreaded client-server chat system | lead developer

- The Multithreaded client-server chat system allows multiple users to log in and manage auctions.
- Implemented server using a socket programming in C and concurrent processes with multiple threads and semaphores.

-Simple Operating System | solo developer

- The simple OS allows multiple users to save and print files.
- Implemented concurrent processes with multiple threads and synchronization method in Java and displayed the visualization of how concurrent processes work using GUI.

SKILLS

Technical Skills: C / C# / C++, Java, Python

Tools and Technologies: Pixel art, Unity, Git, Linux and Windows OS

Languages: Fluent in English and Korean