Software Developer

DAEKUN KIM

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Education

SOFTWARE ENGINEERING, CO-OP — University of Waterloo, 2019-2024 (Expected)

- 1st Term Average: 94% (4.0 GPA)
- Received Colonel Hugh Heasley Engineering Entrance Scholarship ($10,000)
  President's Scholarship of Distinction ($5,000)
  Vancouver Korean-Canadian Scholarship Foundation Scholarship ($2,000)

Skills

(in the order of proficiency)

3D GRAPHICS & GAME DEV — C++, Unity, C#, OpenGL, Shader
WEB — MySQL, Selenium, REST API, jQuery, HTML/CSS/JS, PHP
OTHERS — Node.js, MySQL, Python, Java, JUnit, Swift

Work Experience

JUNIOR DEVELOPER — Virtro Entertainment Inc., Jul - Aug 2018

- Ported and optimized *The Station™* (Sci-Fi FPS Indie Game) into **PlayStation VR, Oculus Rift and HTC Vive** mainly focusing on lighting optimization using **Unity**.
- Developed **Virtro Attendance** (Slack-integrated application) using **Node.js** and **MySQL** to automate the manual payroll system and to keep track of team's attendance and leaves**.** Implemented **RESTful API** for communication with Slack server.

SOFTWARE DEVELOPER, QUALITY ASSURANCE — HeadCheck Health, Aug 2017

- Led the development of the athlete registration automation software using **Java** which **drastically reduced the redundancy by over 99%** for a prospective concussion-diagnostics software startup.
- Worked with the QA team to create and implement **JUnit** test cases for iOS, Android and web using **Java** and **Selenium** WebDriver.

Projects

VR WIZARD CHESS (LINK) — Hack the North, Sep - Dec 2018

- Recreated "Wizard Chess" from the *Harry Potter* series in VR using **Unity** and **C#**.
- Utilized **IBM Watson's speech-to-text technology** for giving orders to the chess pieces.
- Awarded **Winner/Finalist of Hack the North 2018**.

REACTOR ENGINE (LINK) — Personal Project, Sep 2016 - Mar 2017

- Developed a game engine for Mac OS X that utilizes **OpenGL** to render 3D models with a **scripting framework** built with **C++**.
- Implemented **entity-component-system framework** to structure the designing of game objects.

POGO UNPLUGGED (LINK) — SE 101 Group Project, Sep - Dec 2019

- Developed a self-driving car that automatically plays Pokémon Go and collects items in PokéStops around the University of Waterloo campus using **Node.js** and **Python**.
- Main contribution in autonomous driving; used **Socket.io** to create a socket connection between **AWS** server and **Raspberry Pi**; mapped out the school campus into nodes with straight paths in between.