

Software Developer

# DAEKUN KIM

Phone: (226) 868-4741

Email: [dkkim6200@gmail.com](mailto:dkkim6200@gmail.com)

Website: [daekunkim.com](http://daekunkim.com)

Address: P.O. Box 16460 North 1, 108  
V1, University of Waterloo,  
Waterloo, ON, Canada. N2J 4B6

## Education

---

### SOFTWARE ENGINEERING, CO-OP

University of Waterloo, 2019-2024

- 1<sup>st</sup> Term Average: 94% (4.0 GPA)

## Skills

---

### LANGUAGES

C, C++, Java, Node.js, PHP, SQL, C#, Swift, Python, HTML, CSS, JavaScript

### FRAMEWORKS

OpenGL, Shader, Unity, REST API, Selenium, JUnit, jQuery, MySQL

## 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.
- 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 an automated customer registration software which **drastically reduced the redundancy (from taking days to ~10 min.)** in the registration process of new teams and athletes 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.

### LUMOS ([LINK](#))

Hack the North, Sep 2019

- Developed a VR **magical dueling simulator** using Unity.
- Integrated **Microsoft Azure NLP SDK** to train a basic **deep learning** model and recognize the magic spells spoken by the player.