# DAEKUN KIM

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# Education

#### SOFTWARE ENGINEERING, CO-OP

University of Waterloo, 2019-2024

• 1st Term Average: 94% (4.0 GPA)

# **Skills**

LANGUAGES FRAMEWORKS

C, C++, Java, Node.JS, PHP, SQL, C#, Swift, Python, HTML, CSS, JavaScript OpenGL, Unity, REST API, Selenium WebDriver, 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) 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.
- 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 (<u>LINK</u>)

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.