Software Engineer · Northampton, MA · 561-353-8221 · **fkim@smith.edu** · **https://faithkim97.github.io/**

Faith Kim

❱ Education: B.A. in Computer Science · Smith College · Expected May 2019

❱ GPA: 3.85/4.00

❱ Skills: Java · C# · Unity · Python · HTML · CSS · Git · Bash · C · Blender · WebGL · R · MatLab

❱ Honors: 2015-2016 Dean's List · Horatio Alger Scholar

❱ Coursework: Introduction to Programming in Python · Data Structures · Computer Graphics ·Discrete Mathematics · Calculus II · Machine Learning · Linear Algebra · Microprocessor and Assembly · Theory of Computation · Algorithms

❱❱❱ Experience

June 2018 - Present	**Software Engineer Intern	Enterprise Pricing System**	CME Group

❱ Develop settlement pricing algorithms using Java, Spring framework, Maven, Cucumber

Sept 2017 - Present	**Computer Science Teaching Assistant**	Computer Science Department

❱ Assist students with questions on programming concepts, assignments, and tools for debugging for courses: Introduction to Python, Data Structures in Java

Sept 2016 - Present	**Game Developer**	GlowLime Games

❱ Designed and programmed central mechanics of the game in Unity C#; develop editors to customize flexible functionalities of unique game objects in Unity Inspector

Jan 2017 - May 2017	**Research Student	Syriac Handwriting Recognition**	Computer Science Department

❱ Created functions in MATLAB to automatically slice 400+ lines into individual words and manually slice each line for higher accuracy

❱❱❱ Projects

Nov 2017 - April 2018	***Atychiphobia	C#** · **Unity***	Film and Media Studies Department

❱ Worked as the lead programmer and director; developed main game mechanics, scripts for player movement, obstacles, dialogues, and animations
❱ Presented in Smith College Collaborations and Nolen Art Exhibition

Sept 2017 - Dec 2017	***Deathless	C#** · **Unity***	GlowLime Games

❱ Developed scripts that implement Wwise audio to manage sound events in-game; created animation features for character animation

May 2017	**Interactive Graph GUI	Java**	Computer Science Department

❱ Applied a graphical user interface that allows users to create graphs by adding nodes and edges; implemented depth-first-traversal, breadth-first-traversal, and Dijkstra algorithm