

Faith Kim

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Education

- B.A. in Computer Science | Smith College**, Northampton, MA Expected May 2019
- **GPA:** 3.83 **Relevant Coursework:** Introduction to Programming in Python; Data Structures; Computer Graphics; Discrete Mathematics; Calculus II; Machine Learning; Linear Algebra; Microprocessor and Assembly
 - **Honors:** 2015-2016 Dean's List; Horatio Alger Scholar, a scholarship granted to students with excellent academic performance in rigorous coursework

Skills

Technical: Java, Python, C# (Unity), HTML/CSS

Experience

- Computer Science Teaching Assistant | Computer Science Department** Sept 2017-Present
Smith College, Northampton, MA
- Hold drop-in hours to accommodate students with questions on programming concepts, assignments, and tools for debugging for courses: Introduction to Python, Data Structures
- Game Developer | GlowLime Games** Sept 2016-Present
Hampshire College, Amherst, MA
- Design skeletal game mechanics in Unity C#; polish game mechanics and play-test throughout the semester; program user-friendly interfaces for writers and artists to implement dialogues and art designs in-game
- Research Student | Syriac Handwriting Recognition** Jan 2017-May 2017
Smith College, Northampton, MA
- Created two functions in MATLAB: automatically slice 400+ lines into individual words; manually slice lines for higher accuracy; aligned each sliced Syriac word to correct transcripts
- Computer Coding Teaching Fellow | Generation Teach** Summer 2016
James P. Timilty Middle School, Boston, MA
- Independently taught 30 seventh and eighth grade students to design and fully program their own websites using HTML/CSS

Projects

- Deathless | GlowLime Games** Sept 2017-Present
Hampshire College, Amherst, MA
- Collaborate with audio designers to engineer programs in C# that will trigger and control sounds in-game on Unity; work with lead programmer to create flexible custom inspectors for game items
- Interactive Graph GUI | Computer Science Department** May 2017
Smith College, Northampton, MA
- Applied a graphical interface in Java that allows users to create graphs by adding nodes and edges; implemented depth-first-traversal, breadth-first-traversal, and an algorithm to find shortest path
- Fight Night | GlowLime Games** Sept 2016-Dec 2016
Hampshire College, Amherst, MA
- Programmed attack moves for character in C# Unity; implemented MoveFrame interface to create fast-motion dash sequence of character; used a queue to manage multiple attack inputs from player
- Collect the Microbots | Computer Science Department** Dec 2016
- Used Three.js library to program a mini game consisting of collecting Microbots using Baymax in honor of *Big Hero 6*; implemented hierarchical modeling and collision between 3D objects