

FAITH KIM

- » **Education:** B.A. in Computer Science · [Smith College](#) · Expected May 2019
- » **GPA:** 3.85/4.00
- » **Skills:** Java · C# · Unity · 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

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|--|--|---|
| June 2018 - Sept 2018 | Incoming Software Engineer Intern | CME Group |
| Nov 2017 - Present | Lead Programmer <i>Atychiphobia</i> | Film and Media Studies Department |
| » Develop main game mechanics, scripts for player movement, obstacles, dialogues, and animations in Unity C#; delegate tasks to writers and artists to meet weekly deadlines | | |
| 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 | | |
| 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

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| Sept 2017 - Dec 2017 | <i>Deathless</i> 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 interface that allows users to create graphs by adding nodes and edges; implemented depth-first-traversal, breadth-first-traversal, and Dijkstra algorithm | | |
| Sept 2016 - Dec 2016 | <i>Fight Night</i> C# · Unity | GlowLime Games |
| » Programmed attack moves for playable character; implemented MoveFrame interface to create fast-motion dash sequence of character | | |