

# 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

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|--|--|---|
| June 2018 - Sept 2018  | <b>Incoming Software Engineer Intern</b>                 | <a href="#">CME Group</a>                         |
| Nov 2017 - Present   | <b>Lead Programmer   <i>Atychiphobia</i></b>             | <a href="#">Film and Media Studies Department</a> |
| » 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  | <b>Computer Science Teaching Assistant</b>               | <a href="#">Computer Science Department</a>       |
| » Assist students with questions on programming concepts, assignments, and tools for debugging for courses: Introduction to Python, Data Structures                          |  |   |
| Sept 2016 - Present  | <b>Game Developer</b>                                    | <a href="#">GlowLime Games</a>                    |
| » 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  | <b>Research Student   Syriac Handwriting Recognition</b> | <a href="#">Computer Science Department</a>       |
| » 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   | <b><i>Deathless</i>   C# · Unity</b>   | <a href="#">GlowLime Games</a>              |
| » Developed scripts that implement Wwise audio to manage sound events in-game; created animation features for character animation  |  |   |
| May 2017   | <b>Interactive Graph GUI   Java</b>    | <a href="#">Computer Science Department</a> |
| » 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   | <b><i>Fight Night</i>   C# · Unity</b> | <a href="#">GlowLime Games</a>              |
| » Programmed attack moves for playable character; implemented MoveFrame interface to create fast-motion dash sequence of character   |  |   |