

# 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

- |                      |  |   |
|----------------------|--|---|
| 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 - Dec 2017 | <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

- |                      |  |   |
|----------------------|--|---|
| 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 an algorithm to find shortest path |   |
| 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   |   |