Kimberly Prijadi

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SUMMARY

Second-year Computer Science student at the University of Toronto with hands-on experience in full-stack web and game development. Known for a collaborative approach, creative problem-solving, and commitment to continuous learning.

EDUCATION

Honors Bachelor of Science at **University of Toronto** (GPA: 3.84/4.0) — 2024 - present

- Relevant Courses: Foundations of Computer Science I and II, Calculus with Proofs, Linear Algebra I and II, Statistical Reasoning
- Awards: International Merit Admission Award (2024)

COURSE PROJECTS

"Where are my Items": a text-based adventure game (Foundations of Computer Science II) — Feb 2025

- Developed a functional text-based adventure game in Python featuring three minigames, one puzzle, two easter-eggs, and additional interactive elements using appropriate data structures and coding practices
- Authored comprehensive documentation including a game walkthrough, item and puzzle descriptions, and a reflective analysis of challenges and puzzle complexity
- Employed modular programming techniques to enhance code readability and maintainability

PROJECTS

Aléatoire: Varied Web Apps — Link to Hub

- Built multiple web apps using JavaScript, jQuery, Vue, and Ajax to explore front-end technologies, including a calculator and Wikipedia article generator.
- Designed a responsive and user-friendly interface for each app, ensuring accessibility across devices.
- Hosted the apps on GitHub Pages, providing easy access and sharing capabilities.

Restaurant menu and booking portal — Link to Demo[1]

- Developed a restaurant menu and booking system with login, CRUD functionality, and Bootstrap styling using PHP and MySQL as part of a web development course project; successfully published on the course website.
- Designed a responsive user interface with Bootstrap, enhancing user experience across devices.

Capybara Bash — Link to Prototype

- Collaborated in a team of three to design and develop a visually engaging 2D platformer game prototype featuring a capybara and moving platforms using Godot 4.3 to be presented to judges at IEEE's NewHacks 2024 Hackathon
- Implemented core game mechanics including player movement, jumping, and collision detection, ensuring smooth gameplay and responsiveness

EXPERIENCES

Event Coordinator — Nov 2024 - Mar 2025

- Organized and co-hosted "Nourish and Recharge: Decorate a Tote-bag Over Lunch" in collaboration with UofT's Center of International Experience, successfully engaging ~40 attendees
- Planned and delivered a short presentation on self-care and study strategies, fostering a warm and welcoming event atmosphere.
- Coordinated logistics including material research within strict budget and event promotion throught reaching out to a professor and sharing the event to two student forums.
- Managed event setup and cleanup, ensuring a smooth experience for all participants.

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[1] Demo login: username `vani`, password `12345`. No real data; for demonstration purposes only.