

# H O W O N K I M

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## E D U C A T I O N

**UNIVERSITY OF CALIFORNIA, BERKELEY**  
B.A., COMPUTER SCIENCE (2020)

## E X P E R I E N C E

### UNITY 3D GAME DEVELOPER

KOREA CREATIVE ECONOMY AND INNOVATIVE CENTER, WINTER 2017

- Built exciting new Virtual Reality game (<https://youtu.be/RhBANK3GCnE>).
- Developed project Morning Star, reinterpretation of the popular console game 'Centipede'.
- Using recent development tools include Unity 3D and Vuforia.

### UNITY 3D DEVELOPER

SOFTSIGN, DECEMBER 2017 - PRESENT

- Founded Softsign to offer professional Augmented Reality and Virtual Reality applications.
- Developed several Augmented Reality games using ARKit and mentored team members.
- Currently, work with client for medical application, interventional radiology, and image guided surgery.

## L E A D E R S H I P

- **TEACHING** : TA in data structure class and Tutor in calculus in De Anza College. Private tutor of business calculus and Berkeley's CS61A course.
- **GROUP LEADER** : Group leader at Incheon Global Leaders Forum guide young students to develop United Nations' Sustainable Development Goals as well as their leadership skills.
- **CREATIVE LEADER** : Editor at public relations department at LG Display. Marketing associate at SK Telecom.

## A W A R D S

- **GROW WITH GOOGLE SCHOLARSHIP**  
Web Development, Udacity (January 2018)
- **UNITY CERTIFIED DEVELOPER**  
Unity Technologies (December 2017)
- **REGENT'S SCHOLAR CANDIDATE**  
University of California, Irvine (March 2017)
- **EXCELLENCE MENTOR**  
Republic of Korea Army, for saving a team member from suicide attempt.

## S K I L L S

- **Python** : Structure and interpretation of computer programs (COMPSCI 61A) and Data science analysis (DATA 8)
- **C++ / Java** : Data structure and abstractions class (CIS22C)
- **C# (Unity 3D)** : Unity 3D VR and AR experience
- **Swift (XCode)** : iOS development class (COMPSCI 198)
- **HTML/CSS** : Udacity web development course