Isaac Kang

Newly graduated student in Computer Science with experience and extensive education in software engineering. An independent and self-motivated graduate with proven experience in corporate infrastructure. A fast learner with strong time management, problem-solving, and communication skills. Looking for the opportunity to learn from experienced company members to meet company goals and expectations.

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EDUCATION

Bachelor of Science: Computer Science
University of California, Riverside

09/2014 - 07/2022   *Riverside, CA*

Courses
- Data Structures and Algorithms
- Discrete Structures
- Software Construction
- Design and Architecture of Computer Systems
- Embedded Systems

WORK EXPERIENCE

Head Server
Sushi Asahi

04/2016 - 05/2019   *Corona, CA*

Achievements/Tasks
- Trained new staff on restaurant operations and policies to strengthen performance.
- Managed the scheduling of 20+ staff members and new hires.
- Used communication and problem-solving skills to resolve customer complaints and promote long-term loyalty.
- Assigned work tasks and coordinated activities of dining room personnel to provide prompt and successful service to patrons.

Head Server
Oishii Sushi

06/2019 - 07/2021   *Riverside, CA*

Achievements/Tasks
- Quickly became accustomed to both the work environment and the company's goals.
- Worked with 15+ staff members to schedule dedicated hours that met both the needs of the company and the workers.
- Remodeled staff strategies for delivering exceptional and friendly service to guests by implementing a system that prioritizes efficiency.
- Communicated with customers and coworkers about disputes to provide a solution that reduced friction and improved customer experience.

SKILLS

`C++` `C#` `Python` `HTML` `CSS` `Javascript` `SASS` `Bootstrap` `Agile/Scrum` `React/React Native` `AWS` `Jira` `Slack`

PROJECTS

Figure It Out VR Escape Room (01/2022 - 03/2022)
- 3D Virtual Reality Game that simulates an Escape Room, created utilizing Unity in collaboration with 1 other.
- Implemented the logic of the timer UI which ends the game if all the necessary tasks are not completed within the time limit.
- Implemented the logic and design of the task UI which was updated after each task was completed.
- Designed and coded all interactive tasks which incorporated the use of collision detection and task completion order.

Disposable Task Force (03/2022 - 06/2022)
- 3D Space Exploration Game with 2D minigames created utilizing Unity in collaboration with 4 others.
- Designed and coded all logic for minigame #1; which includes player movement, camera movement, music/sounds, traps/obstacles, and player animations.
- Designed and coded all logic for minigame #2; which includes trigger states, music/sounds, and animation.
- Designed and implemented the UI for the settings menu.

Gericht Restaurant (09/2022 - Present)
- A front-end project that enables users to easily promote their restaurant business.
- Implemented the restaurant website using HTML, CSS, JavaScript, React.js, and React Hooks.
- Developed to handle media queries for all mobile devices and web browsers.

LANGUAGES

English
Native or Bilingual Proficiency

Korean
Limited Working Proficiency