Jason Komoda

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Education

University of Denver – Denver, CO

Bachelor of Science in Computer Science   Expected Graduation: **June 2018**

- Major GPA: 3.93 | Overall GPA: 3.71
- Dean's List (Fall 2014, Winter/Spring 2016)

Mahidol University International College – Salaya, Thailand   **September 2016 – December 2016**

- Studied Thai language and culture which helped me quickly adapt to a new and foreign environment.

Pearl City High School – Pearl City, HI   Graduated: **May 2014**

- GPA: 4.1

Work Experience

Zippy's Restaurant – Waipio, HI   **June 2016 – September 2016**

Assistant Cook

- Worked with a team of many other cooks to get food out to customers in a timely manner.
- Was very productive in the kitchen, especially under pressure during peak business hours.

Counter   **June 2015 – September 2015**

- Communicated efficiently with the kitchen and other counter workers to provide quick and quality customer service.

Projects

Color Pass (Winter 2015) [Unity2D, C#]   *github.com/jasonkomoda/ColorPass*

- Implemented random generators, sprites, collision, and sounds to create a simple survival game.

Spidey-Sense (Spring 2016) [Unity2D, C#]   *github.com/jasonkomoda/Spidey-Sense*

- Designed and implemented enemy movement, particle systems, sprite animations, coroutines, sound effects, level progression, and saving/loading using a game model.

Personal Website (Winter 2017) [HTML, CSS]   *jasonkomoda.github.io*

- Designed and developed a multi-page website using basic HTML and CSS practices to share some of my best life experiences, hobbies, and projects.

CollectNCapture (Spring 2017) [Unreal Engine 4, C++]   *github.com/jasonkomoda/CollectNCapture*

- Third-person shooter/strategy game that I'm currently working on.

Technical Skills

Languages: Java, C#, C++, HTML, CSS, Javascript, LEGv8 Assembly
Tools: Git, SVN, WebGL, UNIX shell, Vim, JUnit