

# Kevin Sun

kevino-is.me  
hello@kevino-is.me  
github.com/kevino5233  
(214)-564-4302

**EDUCATION**      **University of Texas at Austin**      **May 2018**  
B.S. Computer Science and Mathematics  
Freshman Research Initiative: Computational Intelligence in Games  
Bridging Disciplines Program: Digital Arts & Media

**EXPERIENCE**      **Applied Research Labs, Software Engineer Intern**      June–August 2015  
Part of the Engineering Acoustics Division updating and documenting the software for the AN/WQX-2 device.

- Developed C++ wrapper library for the ActiveMQ messaging middleware.
- Built unit tests and wrote benchmark software for the library.

**UT Center for Identity, Game Programmer**      March–May 2015  
Co-designed educational tower defense game about internet safety.

- Designed and implemented all in-game systems using HTML5 based engine Phaser.js.
- Demoed at ID360, the Center’s annual conference and available on the Center’s website.

**RECENT PROJECTS**      **Dgyeresteroff, Programmer/Designer**  
2D adventure platformer game made in Java.

- Designed engine supplementary level designing software from scratch.
- Presented at the TCEA Game Design competition.

**Sensel Drone Control, Programmer**  
Pilots a drone via wifi with the pressure sensitive Sensel Morph Touchpad.

- Implemented joystick-like controls for the touchpad with python SDK.
- Featured on Sensel’s developer site, sensel.com/developers.

**Hack Away, Programmer/Designer**  
Split-monitor stealth multiplayer game made in Unity3D.

- Implemented rendering methods for each monitors to implement stealth.
- Won best art direction at the annual EGaDS Game Jam.

**Aesop’s Cave, Programmer/Writer/Designer**  
Rogue-like interactive story with procedurally generated storylines.

- Modified Twine engine to support seed-based number generator.
- Procedurally generated party member stats and narrative branching.

**Chromium Lock, Programmer**  
Plays screensaver-like animations using WebGL while locking the browser.

**Competitive Programming**  
Regular competition attendee and problem solver for HackerRank. Problems cover various topics in algorithms and data structures.

**SKILLS**      **Experienced in:**  
C++, C#, Python, JavaScript, Java, Unity3D  
**Exposure to:**  
C, WebGL, HTML, CSS, SQL