SZUN KIDD, CHOI

Available Spring and Summer 2022

☎ +1 (585) 748 - 0903   ✉ sc4020@rit.edu   🔗 linkedin.com/in/szunkidd   🌐 juuu-jiii.github.io/portfolio/

EDUCATION

Rochester Institute of Technology   Aug 2019 – May 2023 (expected)
B.S. in Game Design and Development, minoring in Math and Computer Science
4th year, 4.00 Cumulative GPA

LANGUAGES

C#, Visual C++, ISO C99, JavaScript ES6, Python 3, Bash

TOOLS AND TECHNOLOGIES

Git, ASP.NET MVC, Vue.js, Node.js, AWS Cognito, Xamarin, FaunaDB, MongoDB/Mongoose, MS SharePoint CSOM, TFS

SELECTED PROJECTS

Project Beetle – Sole Developer   May 2021 – Present
Unity3D, C#, Git (juuu-jiii.github.io/portfolio/#project-beetle)
- Luxor meets Puzzle Bobble meets Brick Breaker in a physics-based, colour-matching, obstacle-breaking experience
- Working toward a proof-of-concept with 3 levels, which will be playtested for feedback to drive the next iteration

GET OUT (OF THY STOCKS) – Designer, Developer, Artist (Team Size: 2)   May 2021
Unity2D, C#, Git; assets via vectr.com (juuu-jiii.github.io/portfolio/#get-out-of-thy-stocks)
- Play as an invisible deity, using your powers to free one of your most devout followers from the medieval stocks
- Designed main mechanics and UI art, added drag, drop, and throw functionality, and contributed to story writing
- Submission for the RIT Game Dev Club's 48-hour Summer 2021 Game Jam – won Best Overall out of 9 entries

Wall Dodger – Sole Developer   May – Jul 2020
MonoGame, C#, Git; assets via MS Paint (juuu-jiii.github.io/portfolio/#wall-dodger)
- Personal solo summer project: a minimalist, top-down, endless runner in a world of quadrilaterals
- Integrated simple procedural generation to dynamically create random and unique terrain each playthrough
- Cultivated a methodical development approach by documenting creative, technical, and production processes

EXPERIENCES

Fujifilm North America – Software Developer I   May – Aug 2021
JavaScript ES6, C#, HTML5/CSS3, Vue.js, Node.js, ASP.NET, MongoDB/Mongoose, Git, TFS
- Incorporated social media upload capability into kiosk software through leveraging and rewriting legacy webapp:
  - Participated in team project planning and technical design discussions and contributed to documentation
  - Analysed and documented legacy webapp's performance and implementation to expedite code port over
  - Utilised WebSockets for social media platforms requiring constant polling for user authentication
- Circumvented UI delays due to mandatory backend processes via skeleton loading to show indeterminate progress
- Created an upsell modal based on a UX mock-up, and defined its behaviour using routing and Vuex store logic
- Leveraged promise combinators to shorten asynchronous backend image render operation times by roughly 15%
- Added backend capability to calculate and store uploaded image sizes, and created corresponding API endpoints

RIT School of Interactive Games and Media – Teaching Assistant, Programming Intro Sequence   Jan 2021 – Present
C#, MonoGame, Git
- Support a studio class covering OOP and data structures and algorithms using C# and MonoGame 6 hours weekly
- Clarify conceptual doubts and aid debugging via class Slack and holding (in Spring 2021) biweekly office hours
- Advise project teams on task management processes, and give feedback on technical and creative execution
- Grasped articulating complex concepts effectively through summarising and explaining concepts to students
- Learned to assess code efficiently and provide constructive comments by grading 2-3 course sections at a time

EXTRACURRICULARS

Intl. Council of Malaysian Scholars and Associates – External Outreach and Publicity Associate   Feb 2021 – Present
RIT Circle K International – Member, Chapter Assistant Editor (Mar 2020 – Mar 2021)   Jan 2020 – Present
Tiger Bhangra – Member, Dance and Performance Team Member (as of Oct 2019)   Aug 2019 – Present