

SZUN KIDD, CHOI

Available Spring and Summer 2022

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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 CGPA

LANGUAGES

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

TOOLS AND TECHNOLOGIES

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

SELECTED PROJECTS

Project Beetle – Sole Developer

May 2021 – Present

Unity, C#, Git (<https://juuu-jiii.github.io/portfolio/#proj-1>)

- Luxor meets Puzzle Bobble meets Brick Breaker in a physics-based, colour-matching, obstacle-breaking experience
- Planning to incorporate object pooling in a future iteration to mitigate memory allocation costs, due to observations that a sizeable number of marbles get spawned and despawned each level in waves
- Working toward a proof-of-concept with 3 levels, which will be playtested for feedback to drive the next iteration

Wall Dodger – Sole Developer

May – Jul 2020

MonoGame, C#, Git; assets via MS Paint (<https://juuu-jiii.github.io/portfolio/#proj-2>)

- Personal solo summer project: a simple, top-down endless runner in a world of quadrilaterals
- Leveraged procedural generation to dynamically create random, unique terrain each playthrough
- Cultivated a methodical and organised approach to software development, via documenting creative and problem-solving thought processes, as well as mapping out overall object-oriented design of project

EXPERIENCES

Software Developer I – Fujifilm North America

May – Aug 2021

JavaScript ES6, C#, HTML5/CSS3, Vue.js, Node.js, ASP.NET, MongoDB/Mongoose, Git, TFS

- Integrated social media upload capability into kiosk software by leveraging and rewriting legacy webapp:
 - Participated in team project planning discussions and contributed to developing design doc for solution
 - Documented legacy webapp's Vue frontend and ASP.NET backend to expedite porting over of code
 - Performed spike on legacy webapp, which revealed similar upload functionality across classes handling each social media platform; settled on implementing a strategy pattern for structure and modularity
 - Contributed to WebSocket integration for social media requiring constant polling for user authentication
- Constructed solution to delays between user selecting an item and UI being updated on a Vue webapp:
 - Further examination showed delays were unmitigable due to mandatory proprietary backend processes; skeleton loading chosen as a workaround to indicate indeterminate progress on the frontend
- Created an upsell modal based on a UX comp, and defined its behaviour using routing and Vuex store logic
- Investigated delays in Node backend causing slow image render times, and ultimately optimised code by leveraging promise combinators for asynchronous image rendering operations, to perform them in parallel
- Added backend functionality to a webapp to allow for calculation and storage of sizes of uploaded image assets:
 - Contributed to the creation of API endpoints to make new functions accessible from the frontend

Teaching Assistant – Programming Intro Sequence, RIT School of Interactive Games and Media

Jan 2021 – Present

C#, MonoGame, Git

- Support professor six hours weekly in class teaching students OOP and DSA concepts using C# and MonoGame
- Monitor class Slack and (in Spring 2021) held biweekly office hours to clarify conceptual doubts and debug code
- Advise project teams on task management processes, and give feedback on technical and creative implementation and demo presentations each sprint
- Gained ability to communicate clearly and effectively through summarising and explaining concepts to students
- Learned to assess and critique others' code efficiently by grading homework for 2-3 course sections at a time