

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 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 (<https://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 (<https://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 (<https://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