Kayla Reodica Han

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EDUCATION

The University of Texas at Austin, Austin, TX   May 2025
Bachelor of Science, Computer Science
- GPA 3.7
- Bridging Disciplines Program (BDP) Certificate in Digital Arts & Media (in progress)

Austin Community College, Austin, TX   May 2022
Associate of Arts, General Studies

SKILLS

Technical/Computer Skills: Python, Java, Git, C, C++, C#, ARM, R, HTML, JavaScript, Typescript, CSS, and Swift
Courses: Data Structures, Computer Architecture, Linear Algebra, Principles of Machine Learning, Principles of Computer Systems, Game Technology, Algorithms and Complexity, iOS Mobile Computing, Computer Graphics

WORK EXPERIENCE

UNIVERSITY OF TEXAS AT AUSTIN, Austin, TX   June 2023 – Present
University of Texas at Austin Computer Science (UTCS) Undergraduate Course Assistant (UGCA)
- Assisting teaching data structures course for 300+ UT Austin nonmajor computer science students
- Developing unit testing and other support for weekly programming assignments in Python 3
- Proctoring in-class assignments and quizzes over conceptual questions and programming challenges

UTCS Summer Academies Program Assistant
- Assisted with lab sessions for camps focusing on introductory programming, game design, and machine learning
- Guided high-school level campers in lab sessions programming in various languages such as Javascript, C++, and Python and using other general tools such as version control with Git
- Projects involved creating light shows using Arduino boards, working with a group of 5 to develop 2D games, and applying machine learning concepts like perceptrons and Q-learning

UTCS Pod Mentor
- Provided guidance to newly admitted transfer students on subjects such as student life and exam preparation
- Lead and created weekly one-hour presentations to lecture students on material outlined by university
- Acted as a communicative link between students and UTCS department to encourage student connections

UTCS Summer Academies Resident Director
- Lead social activities and assisted camp directors to ensures participant safety for 300+ campers over 7 camps
- Supervised summer camp attendees during evening social activities and enforced nightly curfew
- Resolved camper emergencies that arose during on-call hours at night and provided first aid when needed

PROJECTS

2D GAME DEVELOPMENT CAPSTONE GROUP PROJECT   September 2024 – Present
- Scrum master and programmer for 2D video game project consisting of 7 people
- Programming and developing core features in Godot engine using GDScript
- Overseeing and managing agile workflow to coordinate with designers, artists, musicians, and programmers

UNREAL ENGINE VIDEO GAME GROUP PROJECT   September 2023 – December 2023
- Programmer on an 8-person team to create a fighting game in Unreal Engine using C++ and Blueprints
- Used C++ and object-oriented programming to create core mechanics such as a state machine for player actions

PINTOS EDUCATIONAL OS   February 2023 – March 2023
- Developed for system calls in Pintos to support user programs
- Implemented synchronization using semaphores to ensure consistency in a multi-threaded environment
- Implemented multi-level file layout to allow file system in the toy OS