

Kristina Gu

Computer Science &
Game Design

GPA: 3.6

Portfolio

kristinagu.com

Contact

- kcguz3@gmail.com
- (703) 568-0307
- 11286 Stones Throw Dr.
Reston, VA 20194

Awards

Scholastic Art & Writing Awards

- 1 Silver Medal (national award),
3 gold keys, 1 silver key, 5
honorary mentions
- Awards given for writing in the
categories of Science
Fiction/Fantasy, Short Story,
and Personal Essay/Memoir

National Merit Scholarship Semifinalist

High Honors/Dean's List

- All semesters at Cornell

Skills

Technical

- Python, Java, OCaml, Javascript, C++
- Unix/Linux, Git

Statistics & Data Analysis

- Matlab, R

Design

- Adobe InDesign, HTML/CSS

Game Development

- Unreal Engine: Blueprints, C++,
gameplay programming (including
behavior trees)

Education

Cornell University — B.S. Computer Science

2018 — 2022

- Major: Computer Science, Minor: Game Design
- High Honors and Dean's List (all terms)
- Research Assistant in Dept. of Computer Graphics under Professor Donald Greenberg

Relevant Coursework:

- Object-Oriented Programming & Data Structures, Discrete Structures, Data Structures & Functional Programming, Linear Algebra, Visual Imaging in the Electronic Age, Systems Programming, Probability Models and Inference, Foundations of AI, AI Practicum, C++ Programming, Computer Graphics I, Intro Analysis of Algorithms

The Lawrenceville School

2014 — 2018

- High Honors and Dean's List (all terms), graduated cum laude

Experience

Teaching Assistant — “Visual Imaging in the Electronic Age”

Sep 2020 — present

- Grade assignments and help answer student questions about class material

Gameplay Programmer & Story Designer — Astral Clocktower Studios

Aug 2020 — present

- Part of agile development team working on debut title *Kristala*, developed in Unreal Engine 4
- Design and implement gameplay mechanics, in particular combat mechanics and unique behaviors for different enemy types, primarily using UE4 Blueprints
- Design all aspects of narrative in the game, including overarching plot, side quests, dialogue, and lore found from in-game discoverables
- Assist with other writing, such as scripts for videos featuring our team and game
- Established and trained Quality Assurance (QA) team to find and report bugs
- Developed and manage bug tracking system for internal and QA bug reports using Jira

Technical Analyst Intern — Synergy

Jun 2020 — Jul 2020

- Worked as part of agile development team to conduct requirements analysis, for government contract to integrate third-party module into an existing United States Coast Guard system
- Assisted in writing documentation and in review and analysis of .NET/WPF code base

Research Assistant — Cornell Department of Computer Graphics

Jan 2020 — present

- Working under Professor Donald Greenberg on projects involving virtual reality (VR)
- Wrote 20+ page report studying edge enhancement and its effect on dynamic range for computer-generated scenes

Essay Review Consultant — CollegeVine

Nov 2018 — Jan 2019

- Reviewed an average of 25 application essays a week, providing suggested revisions and feedback reports

Technical Consulting Intern — Jochum, Shore, & Trossevin PC

Jun 2017 — Aug 2017

- Assisted in developing marketing strategy and press kit for Infosci (data security tech start-up)
- Conducted research on AI in agriculture, wrote memoranda to prepare team members for relevant policy hearings
- Represented firm at MS-13/UACs Senate hearing and provided report to client