

Kristina Gu

Computer Science &
Game Design

GPA: 3.6

Portfolio

kristinagu.com

Contact

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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

AP Scholar with Distinction

Skills

Technical

- Python, Java, OCaml, Linux, C++

Statistics & Data Analysis

- Matlab, R

Design

- Adobe Photoshop, Adobe InDesign,
HTML/CSS

Game Development

- Unreal Engine: Blueprints, C++,
gameplay programming (behavior
trees and enemy AI)

Education

Cornell University — B.S. Computer Science

2018 — 2022

- Major: Computer Science
- Minor: Game Design
- 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

The Lawrenceville School

2014 — 2018

- High Honors and Dean's List (all terms), graduated cum laude
- Founder and Editor-in-Chief of Working Title (literary magazine), designed website with HTML, designed issues using Adobe InDesign and Photoshop

Experience

Gameplay Programmer — 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, such as dodging and enemy behavior, primarily using UE4 Blueprints
- Introduced virtual production techniques within Unreal Engine to project workflow
- Established and recruited Quality Assurance (QA) team to find and report bugs
- Manage onboarding and training of new QA testers, and designed training materials
- 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 developing testing, risk management, and project management plans for project
- Assisted 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)
- Project Lead for project studying edge enhancement with the goal of increasing perceived dynamic range in VR

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
- Conducted research on various topics to support firm's lobbying activities
- Represented firm at MS-13/UACs Senate hearing and provided report to client