Kenneth Sieu

(510) 325-8022 · kennethsieu14@gmail.com · portfolio: https://tinyurl.com/kennethsieu

EDUCATION

UC Berkeley, College of Letters & Science   **August 2019 - May 2023**

Bachelor of Arts in Computer Science   **GPA:** 3.54/4.0

- **Relevant Coursework:** Data Structures, Machine Learning, Operating Systems, Discrete Mathematics and Probability Theory, Efficient Algorithms and Intractable Problems, Cloud Computing and Software as a Service, Game Design and Development, Web Design, Computer Security
- **Fiat Lux Scholarship:** One of the highest academic honors awarded to 50 incoming undergraduates every year.

PROJECTS

Glade of the Gray (C#)

Tools: Unity, Clip Studio, Figma, C#

- Created a deck-based dungeon crawler inspired by Dominion and Darkest Dungeon
- Built the card-based battle system which includes 20+ unique cards and 7 unique characters
- Designed overall game thematic, character concepts and their corresponding cards designs
- Available to play at https://fire2ken.itch.io/glade-of-the-gray

Twilight Market (GDScript)

Tools: Godot, Clip Studio, Yarn Spinner

- Developed a story-driven visual novel where you explore a fae market inhabited by hostile shopkeepers
- Headed project management to ensure gameplay quality and consistency in code
- Implemented the UI, dialogue and player interaction systems central to core gameplay
- Rigged dynamic character animations that dynamically respond to player choices.

OPERATION: Spyfx (TypeScript)

Tools: React, Gatsby, Photoshop

- Developed an immersive syllabus with interactive elements to promote the dance team I was directing
- Implemented password requirements and scrolling text functionality using JavaScript and CSS.
- Created a cohesive spy theme throughout the page design by adding scanlines and gitch animations
- View at https://tinyurl.com/spyfx , Password is PEANUTS

EXPERIENCE

Computer Science Mentors

Frontend Developer   *June 2022 - December 2022*

- Developed API and user interfaces for a web application enabling 2500+ students to manage tutoring sections
- Maintained and added new features to online scheduler to assist CS Mentor in their duties
- Developed a React.js frontend UI for mentors and coordinators to delete or edit their sections

LEADERSHIP

Game Design and Development at UC Berkeley

Lead Student Instructor   *May 2021 - May 2023*

- Taught 100+ students game design and how to develop games using Unity
- Mentored and assisted 15 students over the development of 4 games built from the ground up
- Contacted game developers in the industry to speak in our class
- Delegated responsibilities to other facilitators and perform administrative duties for the class

SKILLS & INTERESTS

Languages: Proficient in Python, Java, Go, C#, GDScript, TypeScript, HTML, CSS and SQLite; Familiar with C, C++
Frameworks: Unity, Godot, React, Yarn Spinner, Unreal Engine
Tools: Clip Studio Art, Vegas Pro, Maya, Adobe Premiere, Adobe Illustrator
Interests: Game Development, Web Design, Digital Art, Dance, Stunts