

# KEVIN SUN

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## EDUCATION

University of Texas,Austin  
BS IN COMPUTER SCIENCE  
Class of May 2018

## COURSEWORK

Physical Simulation  
Advanced Computer  
Architecture  
Computer Graphics  
Operating Systems  
Vector Calculus  
Asian Cuisines  
Writing for Games  
3D Art Production  
Game History

## SKILLS

### LANGUAGES

C++ • python • C#  
HTML • CSS • JavaScript

### TOOLS/LIBRARIES

SQL • flask • Wordpress  
Unity • Unreal Engine  
Perforce • Git

## EXPERIENCE

### CODE NATION | TEACHER

Aug 2018 - Current | Oakland, CA

- Lead lessons on front-end development for a high-school class of 30 kids
- Ensure attentive and respectful behavior in the classroom

### 350 BAY AREA | WEBSITE DEVELOPER

October 2018 - Current | Berkeley, CA

- Manage wordpress websites for the 350 bay area climate organization
- Part of the legislative and communications committees

### PIXAR | SOFTWARE ENGINEER RESIDENT & LIGHTSPEED TD

Jan 2018 - August 2019 | Emeryville, CA

- Diagnosed and implemented solution for ABA multi-threading problem, saving multiple renderfarm hours a week
- Developed extensions and quality of life improvements to gdb and Visual Studio code
- Develop and record workflow solutions for developers as part of a documentation project for software developers at the studio
- Diagnose rendering problems such as noise, memory-consumption or render speed
- Work with lighting artist and other TDs to pre-emptively identify possible issues
- Hosted bi-weekly meetings for the engineering teams
- Sang in an acapella group for birthdays and other special events

### HAUOLI | SOFTWARE DEVELOPER

Oct 2017 - Jan 2018 | Austin, TX

- Developed a game in Unity to show off audio-based interface at CES
- Designed custom DSP audio generation engine for multiple instruments

### GOOGLE | SOFTWARE ENGINEERING INTERN

May 2017 - Aug 2017 | Mountain View, CA

- Designed data schema for C++ app and API to query,transform and serialize state
- Assisted in implementation and optimization of GUI features

### CERTAIN AFFINITY | CONTRACT PROGRAMMER

June 2016 - Aug 2016 |Austin, TX

- Engine and gameplay programming for an unannounced title

## PROJECTS

### THE CULLING | PROGRAMMER/DESIGNER

- Room-scale immersive experience with Kinect and Unreal Engine 4
- Collaborated with artists and actors to design gameplay and motion controls

### INTRO TO BEING HERE | PROGRAMMER/DESIGNER

- Walking simulator with AI companion made in Unreal Engine 4, adjunct to a transmedia theatre piece
- Collaborated with and provided technical feedback to remote artists

### EGGS FOR BREAKFAST | PROGRAMMER/DESIGNER

- Interactive fiction game with unique dialogue selection interface