

# Kevin Han

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## EDUCATION

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### University of Michigan

*Bachelors of Science in Engineering in Computer Science*

GPA: 3.68/4.00

Deans Honor List Fall 2018, Winter 2019

Michigan Research and Discovery Scholars (2018)

Coursework: Web Systems, Data Structures and Algorithms, Operating Systems, Introduction to Game Development (*In progress*), User Interface Development (*In progress*)

Ann Arbor, MI

May 2023

## SKILLS

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C/C++, Python, Unity, C#, HTML, CSS, JavaScript, React, jQuery, Vue.js, SQL, Git, MATLAB, Windows, macOS, Linux  
Fluency in Mandarin Chinese

## PROJECTS

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### Desktop Defenders

*Unity Game Project*

Ann Arbor, MI

October 2022—December 2022

- Collaborated with five others to create a cooperative two player bullet hell game
- Developed game UI and backend logic for offering player upgrades
- Performed weekly playtests in an iterative design process

### QUBE

*Unity Game Project*

Ann Arbor, MI

October 2022

- Coded two-week rapid prototype of an original 2D/3D puzzle platformer
- Designed levels to introduce interesting decisions
- Utilized event bus programming pattern to maintain a clean codebase

### Warp Ball

*Unity Game Project*

Shanghai, China

May 2021—August 2021

- Created 3D endless runner with an obstacle generator
- Explored post processing and UI effects to implement game “juice”

### Personal Portfolio Website

*Personal Project*

Ann Arbor, MI

May 2021—Present

- Created and maintaining a static page portfolio website with demos of projects and playable web games
- Designed minimal front-end experience with animated elements and easy navigation

### Insta485 Web Systems Project

*Academic Project*

Ann Arbor, MI

October 2020—November 2020

- Developed mock Instagram website with frontend and backend functionality
- Built Flask server application to maintain a backend SQL database and handle REST API requests
- Implemented client-side dynamic application using JavaScript and React framework

### Circuitry by Wolverine Soft Studio

*Game Programmer*

Ann Arbor, MI

September 2020—December 2020

- 30-person four-month effort to develop a complete top-down shooter game from scratch
- Implemented player mechanics such abilities, death and leveling
- Contributed to project in scrum project management environment

## **Text Summarizer YHacks Hackathon**

New Haven, CT

### *Coding Event*

*October 2019*

- Investigated sentence shortening and paraphrasing algorithms to code note taker program
- Collaborated with peers to utilize Google Cloud Natural APIs for syntax analysis, adjective identification, speech transcription and sentence paraphrasing
- Learned Python language to implement tf-idf for identifying least important sentences

## **University of Michigan Department of Mechanical Engineering**

Ann Arbor, MI

### *Undergraduate Research Assistant*

September 2018—May 2019

- Reviewed relevant papers to learn about solar and semiconductor principles
- Assisted Post-Doctorate mentor in fabricating MoS<sub>2</sub> nanomaterials samples for characterizing electronic properties of two dimensional MoS<sub>2</sub>.
- Presented research at student research symposium at the end of the term to peers and other mentors.

## **ACTIVITIES**

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### **University of Michigan Badminton Club**

#### *Training Chair*

*May 2019—May 2020*

- Coordinate weekly practices with hired coach and assist in administering lessons
- Learned and applied HTML and CSS to help code new club website

### **CARITAS Shanghai Migrant Education Project**

*September 2017—May 2018*

#### *English Tutor*

- Tutored English for children in village at outskirts of Shanghai weekly