

SKILLS

Programming and Markup Languages: C#, JavaScript, jQuery, HTML, CSS

Operating Systems: Windows, Mac

Tools: Virtual Box, Visual Studio, Visual Studio Code, Sublime

Non-Technical: Communication, Problem Solving, Research, Writing

PROFESSIONAL DEVELOPMENT

Code Louisville (Treehouse)

- + Full Stack JavaScript (MongoDb, Express, AngularJs, Node.js)
- + C#/.Net (C#, .Net Framework, Entity Framework)
- + Front End Web Development (HTML, CSS, JavaScript, jQuery)

Indiana University

Bachelor of Arts, Music Technology

PROFESSIONAL EXPERIENCE

ZirMed

January '18 – Present

- + **Software Development Intern** - Assist the team in the development and maintenance of internal applications through hands-on experience in an educational environment.

Freelance Sound Designer

February '15 – Present

- + Collaborate with clients to build an audio experience uniquely tailored to the diverse needs of each project, and deliver results within a timely manner for a satisfaction rate of 100%.

Premiere Digital Services

March '12 – April '14

- + **Transcoding and Delivery Department Manager** - Directed a team of technicians to fulfill the dozens of different specifications required for thousands of film and television assets going to domestic and international retailers such as YouTube, Hulu, Netflix, Sony PSN, Xbox, and many others. Personally corresponded with the team at YouTube to ensure clear and accurate communication and maintain excellent customer service.
- + **Transcoding and Delivery Technician** - Quickly learned transcoding and metadata specifications and techniques to consistently meet rigorous entertainment industry deadlines for hundreds of digital movie media assets going to YouTube. I was promoted to manager over the Transcoding and Delivery Department after only 6 months in the role.

Electronic Arts

March '09 – July '10

- + **Audio Integrator** - Used creative audio and game engine knowledge to support an award winning audio team for the reboot of the AAA video game title, Medal of Honor (2010), which went on to receive the following audio awards: 2010 Machinima.com Inside Gaming Awards - Best Sound Design, 2011 D.I.C.E. Awards Nominee - Outstanding Achievement in Sound Design.

HIGHLIGHTED PROJECTS

Sound Design Portfolio Page (https://github.com/kimikomu/sound_design_website)

- + My portfolio website highlights the work that I've done as a sound designer. The site utilizes HTML, CSS, JavaScript, and jQuery. Functionalities include an overlay with an embedded video player, a hamburger menu for small mobile devices, and a carousel for small mobile devices. The site is fully responsive.

X-Hub (<https://github.com/kimikomu/Xhub>)

- + I created a fully-responsive web application for students that attend Xavier's School For Gifted Youngsters. The application gives students the ability to keep track of events offered at the school. Functionalities include the ability to create a profile, create events, view events, mark events as attending, and delete events and attendances to events. The site utilizes C#, .Net, Entity Framework, and Visual Studio's local SQL database.