Kimin Lee

(857) 225-8644 | 50 Leon St. #3056, Boston, MA 02115 | lee.kim@husky.neu.edu
Availability: July - December 2020 | github.com/kiminlee2000225

EDUCATION

Northeastern University, Boston, MA   Sept. 2018 - Present
Khoury College of Computer Sciences   Expected May 2022
Candidate for Bachelor of Science in Computer Science and Game Development

Honors:	GPA: 3.7/4.0	Dean's List
Relevant Courses:	Object-Oriented Design, Algorithms and Data, Computer Systems, Game Programming, Programming in C++, Math Fundamentals for Games, Business of Games, Fundamentals of Computer Science

Gyeonggi Suwon International School, Suwon, South Korea   Sept. 2014 - May 2018
International Baccalaureate Diploma Certificate

Honors:	GPA: 4.06/4.00	Headmaster's Honor Roll
Awards:	Most Outstanding Student Award	Leadership Award
Activities:	National Honors Society, Varsity Soccer, Compassion Club (President), Key Club (Vice President)

COMPUTER KNOWLEDGE

Languages:	Java	C++	C#	C	JavaScript	Python	HTML	CSS	Bash	x86 Assembly
Applications:	Unity	React	Git	GitHub	Terminal	Vue	Visual Studio Code	Visual Studio	Eclipse	IntelliJ	DrRacket	Slack	Adobe Creative Cloud (Photoshop, Illustrator)	Wix	Wix Code	Spyder	LaTeX
Systems:	MacOS	Windows	Linux

EXPERIENCE

Undergraduate Research Assistant, *Khoury College of Computer Sciences*, Boston, MA   Sept. 2019 - Present
- Produce a computer science educational 3D environmental puzzle game with Unity and C# (https://maysjourney.com)
- Collect and apply user playtest data to Markov Chain and analyze player habits for educational gameplay in computer science
- Create over 5 new puzzle levels by efficiently modifying or adding existing code and Unity assets

Testing and Security Member, *Code 4 Community*, Northeastern University, Boston, MA   Sept. 2019 - Present
- Develop software solutions for non-profit organizations within Boston (Lucy's Love Bus and Speak For The Trees Boston)
- Design the club website such as implementing the navigation bar and manipulating image formats in the front-end with Vue
- Communicate with the team through GitHub and organize distribution of work using Trello and Slack

Worship Leader, *Symphony Church*, Boston, MA   Sept. 2018 - Present
- Lead weekly worship sessions for over 15 people with guitar and vocals with the purpose of serving the church

PROJECTS

Scoops   Sept. 2019 - Present
- Create a mobile bubble popper game with a scrabble-like point-system mechanic and design an interactive UX with Unity and C#
- Program mathematical game mechanics with 3D and 2D vectors and trigonometry to implement wall bounces
- Engineer a grid system to produce new bubbles with a unique letter probability weight on each bubble

Bento (HackBeanpot 2020)   Feb. 2020
- Developed a website providing over 40,000 recipes with the ingredients you currently have to minimize food waste
- Web scraped recipes using Beautiful Soup in Python and created a database with TinyDB in a JSON format
- Designed and implemented the front-end using React and Blueprint/Pose Library for a simplistic, yet modern UI/UX design

Marble Solitaire Game   May 2019
- Produced a playable standard, European, and triangular marble solitaire game using Java with IntelliJ
- Implement MVC framework and abstraction methods to create the game interface and mechanics while testing code with JUnit

INTERESTS

Guitar | Karaoke | Soccer | Hot Springs | Anime | K-Pop | J-Pop | Asian Cuisine | Console and PC Games
Foreign Languages: Korean and Japanese (Native)