

Krysten Tachiyama

Los Angeles, CA | 310.613.5938 | k_tachiyama@yahoo.com | <https://github.com/ktachiyama>

EDUCATION

Loyola Marymount University | Los Angeles, CA

Bachelor of Science in Computer Science

Animation Minor

Expected Graduation: May 2021

GPA: 3.72 | Dean's List All Semesters

RELEVANT COURSEWORK

- Programming 3D Animation Tools
- Computer Graphics
- Advanced Interactive Animation in UE4
- Differential Equations & Linear Algebra
- Advanced Programming in C++
- Fluids, Heat, & Sound Physics
- Optics & Modern Physics
- Game Development

TECHNICAL SKILLS

- **Programming Languages:** C/ C++, Java, Python, C#, JavaScript, MEL
- **Technologies:** Visual Studio Code, Git, Jira, UE4, OpenGL, Unity, Maya, Photoshop

WORK EXPERIENCE

Amplify | Mozilla Internship

March 2020 – May 2020

- Collaborated with a team to develop a React Native mobile app that implements GraphQL queries and utilizes the Spotify API in order to allow users to host or join music rooms and enjoy a social music listening experience

PROJECTS

Batch Animation Tool (Python, MEL)

- UI tool for Maya that batch imports an animation, applies the animation to the character, and saves the applied animation to the desired path.

Export Camera as FBX Tool (Python)

- UI tool for Maya that allows a user to export a camera as a FBX file and save it in a desired destination. It includes a customized user setup script that adds a dropdown menu to the Maya menu bar in order to access the tool.

Geometric Modeling of a 3D Space (C++)

- A program utilizing OpenGL that implements hierarchical modeling, translation, and rotation in order to replicate a real-world scene in 3D space

TunnelMan (C++)

- Implemented a graphical computer game in which the player uses collected items, avoids protesters and boulders, and finds hidden oil in order to move onto the next level

COMMUNITY ENGAGEMENT

Tutor/Mentor | Emily Shane Foundation

September 2019 – May 2020

- Administers individual tutoring for disadvantaged middle school students
- Provides effective assistance with all aspects of academic support, including homework, study habits, and note-taking skills

El Camino Robotics Club

April 2017 – June 2018

- Collaborated with a team to build and program robots to compete in VEX tournaments
- Motivated kids to partake in the STEM field by facilitating engineering-based competition