David Kwak

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education

Oregon State University - *Bachelor of Science*   *FALL 2016 - SPRING 2022*

Major*: Computer Science*   **Minor***: Music*   **Dean's List:** *Spring 2020*

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work experience

Necessary games - *Porting*   *necessarygames.com // SEPTEMBER 2021 - JUNE 2022*

- **Worked with a client to convert his games from FlashPunk to GameMaker Studio 2 (GMS2)**
  - *"**Walk-Or-Die**"*   -> github.com/RavenLickey/Walk-or-Die
  - *"**Walking With Magnus**"* -> github.com/kwakd/walk-or-cry

Kindoh - *Summer Intern*   *kindoh.co.kr // JUNE 2018 - AUGUST 2018*

- **Helped with launch of their website, looked into bug fixes (WIX)**

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projects

Walk or Die / Walking With Magnus - *GameMaker Studio 2*   *SENIOR CAPSTONE*

- **Client wanted an exact 1:1 conversion from FlashPunk to GameMaker Studio 2**

Cloud Photo File Upload Server App - *Javascript (Node.js)*   *CLOUD APPLICATION DEVELOPMENT*

- **RESTful, API, Express, Docker, MongoDB, JSON Web Tokens, Authorization and Authentication**

Banish Them - *Kotlin (Android)*   *MOBILE SOFTWARE DEVELOPMENT*

- **Created an app with a group that uses the RIOT GAMES API to find a player's information and displays their most played character along with saving the settings of the user**

K-Means Clustering Implementation - *Python*   *MACHINE LEARNING & DATA MINING*

- **Implemented a logistic regression model to predict whether a tumor is malignant or benign**

Pac-Man With AI - *Unity*   *SOFTWARE ENGINEERING I*

- **Worked with a group of people in order to recreate a classic game of Pac-Man**
  - **Including recreating the ghosts AI pattern**
  - **Two player mode where the user plays against a Pac-Man controlled by an AI for points**

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technical skills

Programming Languages: *C++, C#, Python, JS, PostgreSQL, HTML, Elm, Assembly x86*

Tools/Softwares: *Visual Studio 2022,   Adobe Photoshop 2019,   Adobe Premiere Pro,   OpenGL, Blender,   GitHub / GitHub Desktop*

    Video Game Related: *Unity,   GameMaker Studio 2,   Godot*

    Music Related: *FL Studio,   Logic Pro*

Bilingual: *Korean*

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relevant coursework

CS 290 - Web Development	*CS 340* - Intro to Databases	*CS 434* - Machine Learning & Data Mining
CS 475 - Intro to Parallel Programming	*CS 491* - CS SIM & Game Programming	*CS 492* - Mobile Software Development
CS 493 - Cloud Application Development	*CS 499* - Computer Animation	