

# David Kwak

(949) 878-8317 | kwakd804@gmail.com | github.com/kwakd

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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 475 - Intro to Parallel Programming

CS 493 - Cloud Application Development

CS 340 - Intro to Databases

CS 491 - CS SIM & Game Programming

CS 499 - Computer Animation

CS 434 - Machine Learning & Data Mining

CS 492 - Mobile Software Development