Richard Kha

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Skills and Coursework

- C++
- C#
- Python
- Java
- Java Script
- HTML
- Swift

- Algorithm Engineering
- Machine Learning
- Artificial Intelligence
- File Structures and Databases
- Data Structures
- Mobile Dev Programming(iOS)

- Computer Security
- Software Engineering
- Operating System Concepts
- Object Oriented Programming
- Software Architecture
- Linear Algebra

Work Experience

Evara VR - Costa Mesa, CA   June 2017 – August 2017

Software Engineering Intern

- Designed and programmed an original platforming game mobile application using Unity and Android Studio
- Developed a new Android application using Unity and the Vuforia augmented reality engine to display virtual objects in real life
- Collaborated with three fellow interns in developing and testing a virtual reality application to exhibit animals in their natural environments

Spectra/OC Fair and Event Center - Costa Mesa, CA   July 2016 – January 2020

Server/Office Assistant (Part-time)

- Coordinated with co-workers in a fast-paced environment providing quality service to customers
- Supervised in training fifteen new staff on proper protocols, guest service, and safety procedures
- Adept at balancing responsibilities between concessions and office management, with the ability to switch between the two as needed by management

Projects/Extra-Curricular

Citrus Hackathon (Award: Best Beginner Hack)   April 2021

- Teamed up online in a group of four to create a new first-person 3D program using Unity and GitHub
- Planned and developed a working game application in thirty-six hours to promote sustainability for the environment

Education

California State University, Fullerton   August 2018 – May 2022

Bachelor of Science in Computer Science

Dean's List: Fall 2019, Fall 2020, Spring 2021, Spring 2022