

Sarah S Kwon

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EDUCATION

University of California, Santa Barbara
Bachelor of Science: Computer Science
Expected Graduation: Spring 2023

GPA: 3.43

RELEVANT COURSEWORK

Intro to Video Game Development, Computer Science Project, Advanced Application Programming, Object Oriented Design, Computer Organization and Design Logic, Data Structures and Algorithms

EXPERIENCE

MesoAmerican Research Center

November 2019 - Present

Research Assistant

- Collaborate with head researcher to organize and improve on their database of over 33,000 artifacts
 - Build forms that assist with record lookup, data entry, and database navigation
 - Translate reporting needs into SQL queries that extract data and create relevant reports
 - Mentor new assistants on the relevant coding languages and programs used for research
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PROJECTS

Potion Shopkeeper

September 2022 - December 2022

- Created and published a simulation game in Unity C# / presented at the UCSB Video Game Showcase
- Built prototypes in order to mitigate risks and improve gameplay during the development process
- Designed a combination of systems (mechanics, interface) using an inside-out strategy

Teamfight Tactics Stat Tracker

September 2022 - Present

- Develop a website using Next.js for players to search and view their game statistics by fetching and displaying data from Riot's API
- Produce the frontend using React.js and Bootstrap for responsive UI/UX designs

Bear (2D Massively Multiplayer Online Game Emulator)

June 2022 - Present

- Design, debug, and implement player-facing features and QOL changes in Javascript/Java that improve player engagement and satisfaction
- Manage user/server data in a MySQL database and maintain an online network for multiplayer
- Released server for private alpha testing: receive bug reports and work directly with a community of 30 players to understand and address issues
- Automated a process of editing and sorting through XML data files with 100,000 records using Java XPath

Interactive Campus Map

September 2021 - December 2021

- Teamed with 5 people to create a crowd-sourced platform where users can submit detailed information about locations on university campuses in order to help students navigate
 - Used Scrum framework and a Kanban board to keep an efficient workflow
 - Developed web application pages with responsive designs with React.js and a mobile-first approach
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SKILLS

Languages: C++, Java, SQL, C#, Python, Javascript, HTML, CSS

Tools/Frameworks: ReactJS, IntelliJ IDEA, Next.js, MySQL, Bootstrap, Git, Agile, XPath, Unity