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**Steffen Lim**

Permanent Resident

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**Objective:**

Seeking an internship or co-op in software development in any field including programming, testing, requirements analysis, and designing

**Education:**

**Bachelor of Science in Computer Game Design and Development GPA: 3.90** Expected May 2017

Kennesaw State University, Marietta, GA. (Southern Polytechnic State University) Honors

Online Open Courseware: Udacity, Edx, MITx

**Technical Skills**

* Object oriented programming in multiple languages such as C#, C++, Java
* Math proficiency and implementation when developing codes for projects
* Four years of experience in programming and robotics
* Linux, GitHub, ROS, OpenCV, Unity, Visual Studios
* Dedicated ability to work long hours to meet deadlines and achieve targets
* Strong communication and collaborative skills
* Ability to learn quickly and adapt to new languages as necessary

**Projects / Experience**

* Universal machine learning algorithm - design to play any 2D top-down shooter game, utilizes supervised and unsupervised learning. (currently self-researching and designing)
* Autonomous drone - building a self-localizing drone without GPS for indoor use. The design is mostly based on computer vision processing. (currently constructing)
* Shores of Commerce - an educational game that teaches the user principles of economics, engaging game play, produced by a two man team, won 2nd place at a national competition. (<http://gamejolt.com/games/shores-of-commerce/24585>) (2014)
* Visual tracking algorithm - autonomous detection and tracking of objects, robotic arm capable of grabbing small colored objects. (2014)

**Clubs / Activities**

* Aerial Robotics - Control Systems Team (member) - Develop code for autonomous drones to enable object avoidance, computer vision, and target tracking. (2014 - current)
* Game Design and Development Club (member) - Produce games as a team and compete in the 48 hour Game Jam tournaments. (2014 - current)
* Odyssey Mentorship (Mentor) - Encouraging one on one mentorship from experienced students to new students the academic assistance, community involvement, and social interactions that exists around campus. (2015 - current)