James Kao
Visual Arts and Computer Science

——— CONTACT ———

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——— EDUCATION ———

Rhode Island School of Design
  BFA | 2017 | Graphic Design

Brown University
  Computer Science

University of California, Berkeley
  Computer Science

——— SKILLS ———

General
  Python | C | Java | Matlab | Git
  Photoshop | Indesign | Illustrator

Windows Phone Development
  C# | Xaml | Xml

Web Design
  HTML | CSS | Javascript

Learning
  Node.js | Mongodb | Bootstrap

——— RELEVANT COURSEWORK ———

Computer Science
  CS 61a, Structure and Interpretation of Computer Programs
  CS 16, Algorithms and Data Structures
  CS 33, Intro to Computer Systems
  CS 70, Discrete Mathematics and Probability Theory
  CS 157, Design and Analysis of Algorithms
  Math 54, Linear Algebra and Differential Equations
  CS 167 + CS 169, Operating Systems and Lab *
  CS 188.1x Artificial Intelligence (edx) *

  – Cumulative Technical GPA: 3.95/4.00

Design
  Foundation Design Studio 1 + 2
  Typography Elective
  Typography 2 *

——— PROJECTS ———

Comics — Windows Phone 8.1 Application
  Scrapes popular comics on the web and displays it onto the phone

  Implements a LRU cache system and task parallelism to help speed up the
    loading of recently viewed images

Pi-xel — HTML/CSS/javascript (Brown Hackathon 2015)
  An platforming game where users are able to custom define the
    animations used by their character (ie. resting, walking, jumping, etc)
  Animations are saved to a mongodb server via node.js and ajax

Snowcast — C Language
  A client to radio station program created using UDP and TCP protocols
  Sends commands to the server using TCP and streams music using UDP

Weenix — C Language (in progress)
  An operating system written mostly from scratch that is based off of early
    versions of Unix
  Currently implemented threads/schedulers and drivers

Untitled Installation — Python, raspberry pi (in progress)
  A grant proposal by Claudia Rebola using two raspberry pis to wirelessly
    stream video to each other

Identity Series — HTML/CSS/javascript (studio course final)
  A project that samples an image to create a graphic of moving characters