KUM CHEUK HIM DEACON

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SKILLS

Programming Languages

- Python
- Java
- C
- C++
- C#
- Swift
- MySQL
- Javascript
- TypeScript
- HTML
- CSS
- GLSL
- HLSL

Tools / Library

Git, XCode, Unity3D, Jupyter Notebook, Maya, Blender, Android Studio, Visual Studio Code, Virtual Machine, MSTest, xUnit, .Net, Docker, Ubuntu, Node.js, React, React Native, REST API, Next.js

Techniques

- Design Patterns
- Agile Software Development
- System Design
- Testing and Debugging
- Test Driven Development

COURSE WORK

- Computer Architecture
- Computer Graphics
- Computer Security
- Computer Vision
- Data Structure
- Game Development
- Logic Programming
- Machine Learning
- System Programming
- Theory of Computation
- Virtual Reality

EDUCATION BACKGROUND

University of California, San Diego   Sep 2016 - Jun 2019
B.S. Computer Science
GPA: 3.92

WORK EXPERIENCE

Feeling Game Company - *Game Developer*   Mar 2020 - May 2024
- Worked on mobile game on iOS and Android
- Handled UI, backend, game logic, level/enemy design, graphics, VFX
- Worked on AI generated images, AI generated stories, AI generated videos
- Refactored game logic to reduce game loading time by 5 times
- Optimized game assets to increase FPS from 25 to 90
- Unity3D, C#, GLSL, GitHub, JSON, Stable Diffusion, ChatGPT, Runway, ShaderGraph

Campus Mobile - *Project Manager Intern*   Sep 2018 - Dec 2018
- Implemented a notification feature for available tutor hours on iOS and Android
- Led agile meetings by delegating tasks amongst team members and coordinating between the client and team
- Designed the architecture of data interaction between different components in the app
- React Native, Node.js, Firebase, Github, JSON, REST

Nanome - *Software Engineering Intern*   Jan 2018 - Jun 2018
- Worked on a VR application that visualized math for education and research
- Built a feature that generates interactive 3D graphs using a virtually held graphing calculator in VR
- Reduced development time for creating graphs from 4 hours to half an hour and became a common internal tool for visualizing data
- C#, Unity, SourceTree, Oculus Rift, GitHub

UC San Diego - *Computer Science Tutor*   Mar 2018 - Jun 2018
- Tutored Components and Design Techniques for Digital Systems
- Held office hours for over 15 people at a time and guided students through homework

PROJECTS

Personal Portfolio - *Web Application*   Sep 2024
- Designed and developed portfolio website using React.js and Next.js
- Integrated Framer Motion for smooth, playful animations
- Added custom domain name from Cloudflare
- HTML, CSS, TypeScript, React.js, Next.js, Vercel, GitHub, Framer Motion, Cloudflare

Sorting Visualizer - *Web Application*   Aug 2024
- Created a sorting algorithm visualizer web app using React.js and deployed on Vercel
- Demonstrates process of 5 sorting algorithms sorting bars in ascending order by height
- HTML, CSS, TypeScript, React.js, Vercel, GitHub

Board Bouncer - *Unity Online Multiplayer Game*   Jul 2024
- Created a multiplayer RTS mobile game on iOS and Android platform
- Implemented backend database for player records and online matching
- Handled game logic, character design, animations, VFX
- Unity3D, Nakama, MySQL, C#, JSON, GLSL, PlayFab Postman

Flashback Music - *Android Application*   Feb 2018
- Built an Android app that played different music based on nearby users
- Developed the algorithm to play randomized songs depending on the current location using Google Maps API
- Created a login portal to use the app utilizing Google Play Services API
- Java, Android Studio, Firebase, GitHub