

# KEVIN SUN

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## EDUCATION

**University of Texas,Austin**  
**BS IN COMPUTER SCIENCE**  
Class of May 2018

## COURSEWORK

Physical Simulation  
Numerical Optimization for  
Graphics/AI  
Advanced Computer  
Architecture  
Computer Graphics  
Operating Systems  
Vector Calculus  
Programming Languages  
(Honors)  
Writing for Games  
3D Art Production  
Game History

## SKILLS

### LANGUAGES

C++ • C • C# • Python  
Verilog • Javascript

### TOOLS/LIBRARIES

OpenGL • glm • Eigen • gdb  
Flatbuffers • Perforce • git  
Unreal Engine 4 • Visual Studio

## EXPERIENCE

### GOOGLE | SOFTWARE ENGINEERING INTERN

May 2017 – Aug 2017 | Mountain View, CA

- Developed GUI application for non-technical Firebase Cloud Functions users
- Designed data schema for client application and Firebase's cloud runtime
- Implemented C++ API to query,transform and serialize state
- Cross-platform File I/O Library for internal use.
- Assisted in implmentation and optimization of GUI features

### CERTAIN AFFINITY | CONTRACT PROGRAMMER

June 2016 - Aug 2016 |Austin, TX

- Engine and Gameplay programming for an unannounced title.
- Implemented asset bookmarking for the Unreal Engine 4 editor
- Developed Blueprint (visual scripting) API in C++ for traversing and triggering events along a spline
- Designed and impelmented gameplay UI including Xbox 360 controller support

### CENTER FOR IDENTITY | STUDENT GAME PROGRAMMER

Feb 2015 - May 2015 |Austin, TX

- Developed educational tower defense game about password reuse
- Programmed and designed all gameplay systems
- Frequent design meetings with artist and project manager

## PROJECTS

### THE CULLING | LEAD PROGRAMMER

Augmented reality game which utilizes projections and Kinect motion tracking to create unique interactive puzzles for players to solve. Developed in Unreal Engine 4. Managed all gameplay systems such as coordinate correction, player drop in/out and motion controls. Regular communication with designers to check on design and accessibilty goals. Multiple showings including SXSW.

### INTRO TO BEING HERE | LEAD PROGRAMMER

Transmedia video game play. Walking simulator in which players bring a piece of "content" into reality by feeding it. Developed in Unreal Engine 4. Managed all technical systems such as AI programming, animation programming, Mac and Windows builds, and database management. Collaborated with remote artists ensuring assets came in on time and of quality. Regular design meetings.

### EGGS FOR BREAKFAST | SOLO INDIE

Interactive fiction game where players form sentences from wordbanks to respond to dialogue made in Phaser.js. Powered user input parsing and story branching with regex heuristics, which parse for intent and understandability. Developed exporter tool from Twine story prototypes to game data.

### 3D RIGID BODY, ELASTIC ROD ENGINE | PROGRAMMER

C++/OpenGL implementation of rigid body rods and elastic rods made of chained rigid rods. Simulates bending energies and rigid body collision

### RAIN SIMULATION | PROGRAMMER

C++/OpenGL implementation of Shallow Wave Equations to simulate a small puddle while its raining.

### COCONUT ALE | PROGRAMMER

C++/OpenGL header-only game engine. Rolled proprietary memory management, math, and render libraries.