Kyle Sun - www.kylesun.net
6885 E. Cochise Rd. Apt 128, Scottsdale, AZ 85253 | (480) 628-3253 | kysun@asu.edu Graduating Dec 2018

EDUCATION

University of Washington 2014-2016
Arizona State University 2016- Present
Major: Computer Science
GPA: 3.89

SKILLS

Experienced: Java, JavaScript, HTML5, CSS, Pixel Art, C, C++, GML, Git

Proficient: Video Editing, Photo Editing, PHP, XML, JSON, Unity (3D & VR), Maya, mySQL

VOLUNTEER EXPERIENCE

Lead Programmer - Scottsdale Youth Corps May 2012 – Jul 2012 (3 months)
I was given a manual and told to learn a reserved language called Chameleon used for programming traffic cameras. After learning the language, I programmed patterns into the traffic cameras at the Scottsdale Traffic Management. I studied the inner workings of the traffic management system, learning about how the cameras, traffic lights, and road signs operate. I was recognized as the most impactful volunteer of that year's program.

Guidance Advisor/Provisional Leader- FIRST Robotics Feb 2013 – May 2013 (4 months)
I traveled to the elementary schools around the Scottsdale Unified School District and helped the schools' robotics clubs. I helped to visualize and conceptualize the ideas for their robots that were to be submitted in the FIRST LEGO league competition. This ranged from engineering the design to judging the logic of the software and programming of the bots.

WORK EXPEREINCE

Game Development Teaching Assistant Jun 2018 – Jul 2018 (2 months)
I worked with middle and high school students, teaching them the fundamentals of programming and asset creation for game development. For the middle school students, we worked with Game Maker and GML, while the high school students used Unity and C#. Over several weeks, I helped students understand the basic logic and work pipeline that goes into standard game development. Additionally, I helped them navigate asset creation software such as Adobe Photoshop and 3DS Max.

Game Developer Aug 2013 – Current (5 years)
I developed various games using several different game engines and languages such as Unity, Construct 2, Game Maker: Studio, and HTML5/JavaScript. I have developed several games over the past 5 years both alone and as part of a development team. I have developed for short-term release as well as for several game jams. I currently have several long-term commercial projects being worked on in Unity and Game Maker.

Freelance Web Developer Sept 2015 – Current (3 years)
I worked on developing various websites and web applications using HTML5, CSS, PHP, and JavaScript/jQuery. I practiced development and use of reusable components, alone and with various development teams. I also used several APIs from companies such as DarkSky and Riot Games. I performed various calculations to transform this information to something digestible so that it could be displayed to the consumers.

Freelance Pixel Artist Apr 2009 – Current (9 years)
I worked as an artist for various web, game, and software development teams. I developed key communication and teamwork skills and learned to overcome problems such as time differences and language barriers. I worked with many different groups, companies, and individuals, learning how to adapt to different, existing work environments.

OTHER

- UW Dean's List (8 Quarters Winter 2015 – Spring 2016)
- ASU Ira A. Fulton Schools of Engineering Dean's List (4 Semesters, Fall 2016 - Spring 2018)
- Co-Editor on *Development of a Prediction Model for Colorectal Cancer Among Patients with Type 2 Diabetes Mellitus using a Deep Neural Network* (ANNONC-2018-1542)