KWONMIN BOK

Email: pokkm29@gmail.com (kmbok@my.yorku.ca)

 Webpage   Linkedin   GitHub   itch.io

EDUCATION

York University, B.Sc. Computer Science	Expected Apr. 2023

- President's Honour Roll (Overall GPA 3.87 / 4.0) — 2020, 2021
- York University Continuing Student Scholarship Award — 2021

EXPERIENCE / VOLUNTEERS

York University, Computational Thinking Mentor	Aug. 2020 – Dec. 2020

- Complimented as one of the most helpful mentors by mentor leaders and students
- Explained fundamentals of computational thinking, flow charts, and algorithms
- Communicated with the professor throughout the course concerning the students' progress

Value Village, Retail Front End Supervisor	Aug. 2017 – Oct. 2018

- Assigned team members suitable roles to maximize productivities and managed sales per total labor hour 5% higher than business standard with flexible scheduling.
- Trained new team members and motivated them to adapt at work and attain results successfully.

PROJECTS & ACTIVITIES

Algorithm Study Group Organizer	May. 2021 – Present

- Created the study group and organized schedules and study topics.
- Prepared explanations of the questions and achieved solving over a hundred LeetCode questions with group members.

To-do List Web Application	Jan. 2022

- Built to-do list web application that functionalizes full CRUD operations connected to MongoDB Atlas cloud database and deployed by Heroku.

Mailing Subscription Webpage	Jan. 2022

- Constructed email subscription webpage that integrated with MailChimp service.

3D Image Ray Tracer	Dev. 2021

- Implemented 3D Image ray-tracer rendering system creating ellipsoids in the view with a fixed camera, local illumination, reflections, and shadows using OpenGL.

The TV show 'Squid Game' Animation	Nov. 2021

- Designed and implemented short 3D animation using WebGL.
- Integrated graphical objects with multi-level hierarchical movements and a dynamic camera.

Multiple Game Jam Participations	2020, 2021

- Designed video games and documented game designs.
- Implemented gameplay system, logic, and UI with agile development principles in Unity and Godot

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SKILLS

Programming Language, Game Development, and Graphic API

- Java, C++, Unity, Godot, WebGL, OpenGL

Full Stack Web Development, Database, and Development Tools

- HTML, CSS, Bootstrap, JavaScript, EJS, React.js, Node.js, Express.js, MySQL, MongoDB, Git

Soft Skills

- Leadership, Teamwork, Problem Solving, Communication, Fast Learning, Time Management