

Kevin K. Gomez

U.S. Citizen

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Objective

To create helpful solutions within the industry in a position which fosters collaboration with ambitious peers, valuable growth, and utilizes my diverse expertise and educational background in computer science

Education

University of Illinois at Urbana-Champaign

Urbana-Champaign, IL

B.S., Computer Science | Minor, Art and Design, May 2016

G.P.A. 3.17 / 4.0

Courses: CS 465 - User Interface Design

CS 412 - Data Mining

CS 418 - Interactive Computer Graphics

CS 498BB3 - Mobile Interaction Design

CS 498SL - Virtual Reality

CS 225 - Data Structures

Projects

Web Development (Illinois Distributed Museum site) - *Project Member*

October 2015 - May 2016

- Enhanced a database of editable web articles utilizing Node, MongoDB, Jade, and Javascript
<http://distributedmuseum.illinois.edu/>
- Quickly adapted to a live project, handling poorly documented legacy code by spearheading measured steps to bring it to a working state
- Led a team of peers with different specializations, mediated goals with our clients, made sensible front-end adjustments after user research, and scrupulously tracked down errors left within code

Interactive Java Applet ("Flatworm") - *Personal Project*

Spring 2016

- Crafted a simple fighting game featuring a dynamic GUI, key listeners, and game flow logic by carefully planning and re-evaluating the sensibilities of the game and the user

Unity Virtual Reality Projects ("Minecraft" - Minecraft Mod) - *Project Member* Sept 2015 - Dec 2015

- Collaborated on various VR projects in Unity using C#, minding user comfort by abiding to best practices
- Emulated an environment of a perceptual psychology study in Minecraft, as a mod to the game in Java

Experience

UIUC College of Engineering - *Multimedia Intern*

Champaign, IL

February 2015 -

Present

- Planned, filmed, directed, and edited video projects using Premiere Pro and After Effects for a reputable university's communications channel to innovate a finished product, with a swift turnaround
- Executed projects to completion, accepting feedback from supervisors, whilst learning and implementing new techniques, as well as balancing time accordingly with the semester's demands
- Contributed concepts to ideate visual solutions, and execute on long term projects while balancing feasibility and ambition

Activities

NRP/WYW Shakespeare Co. - *Performer*

Champaign, IL

September 2012 - April 2016

- Portrayed a number of characters for theater RSOs to best fulfill the director's intent and to deliver a successful show, requiring assiduous work ethic to daily rehearsals whilst balancing academics

Skills

Programming - (*proficient*): Java, C++, C (*knowledge in*): HTTP/CSS, JavaScript, Python, C#, SQL

Multimedia - (*proficient*): Photoshop, Premiere Pro (*knowledge in*): After Effects, Audition, Illustrator