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Kai Kuehner
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EDUCATION

Carnegie Mellon University- B.S. in Computer Science 2015 – 2019
GPA: 3.48 Minor: Game Design

Relevant courses:

- 15-150 Functional Programming: recursion, continuations in SML
- 15-213 Introduction to Computer Systems: bytecode, architecture, operating systems
- 15-210 Parallel and Sequential Data Structures and Algorithms: parallelism, scalable code
- 15-462 Computer Graphics: rendering, geometry, animation using C++
- 53-451 Research Issues in Game Development: VR game design and programming
- 53-471 Game Design, Prototyping, and Production: creating Unity games with a team
- 15-466 Computer Game Programming: creating a networked C++ game with a team

Bergen County Academies- Academy for Technology and Computer Science 2011 – 2015
GPA: 3.96

Relevant courses: Data Structures, C Programming, Linux Shell Programming

EXPERIENCE

CMU Human-Computer Interaction Institute- Researcher (C#, Unity) 5/2018 – 8/2018
Designed and developed multiple VR room-scale experiences
Utilized HTC Vive, Intel RealSense, and Leap Motion to create interactions

Carnegie Mellon University- Teaching Assistant (Ethics & Policy Issues in Computing) 1/2018 – 5/2018
Graded papers, gave feedback on homework, assisted students

Congregation Beit Simchat Torah- Technology Intern (C#, WinForms, SQL) 5/2017 – 8/2017
Redesigned processes, configured and deployed DokuWiki, provided general technical assistance, created application to generate Excel files from text

Escape the Room NYC- Developer (C#, Unity, SQL, HTML, Javascript) 12/2015 – 7/2017
Created VR motion-tracked puzzle room experience using Oculus Rift, Unity, and OptiTrack optical position tracking
Implemented puzzle application in Unity integrated with web interface

Crestron- Programming Tools Intern (C#, WinForms, ASP.NET MVC, SQL) 6/2016 – 8/2016
Created business applications to automate programming Crestron devices

BrightLogic- Intern (C#, Unity) 6/2015 – 7/2015
Developed games and licensing application for interactive LED floor system

Sterling Medical Devices- Engineering Intern (Apache Velocity, Java) 7/2014 – 6/2015
Developed web, database, and time tracking software for internal company use

EXTRACURRICULAR ACTIVITIES

Global Game Jam 2018 (Unity, C#, Git) 1/2018
Led a team to conceptualize, design, and develop a themed game in 48 hours

CMU Game Development Club (Unity, C#, Git) 2015 – 2018
Collaborated with others to create games over the course of a semester

Hackathons (Python, Git) 2/2014 – 3/2014
PennApps - Worked with a team to create a Facebook-integrated web app using Flask
hackBCA - With a team, created a website that sends email notifications for iTunes releases

Personal Website/Portfolio: <http://kaikuehner.com> 2012 – present
Developed games using Unity, Game Maker, Python with Pygame, and HTML5 with Javascript
Utilized Git and Github for several projects, both individual and collaborative
Designed and coded web pages using HTML and CSS

SKILLS

C#, Python, Java, C++, C, Javascript, HTML, CSS, Unity, SQL, Git, SVN