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EDUCATION

Carnegie Mellon University- B.S. in Computer Science (expected Spring 2019) 2015 – present
GPA: 3.44 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) Fall 2015 – present

- 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 2012 – present

- Developed games using Unity, Game Maker, Python and 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