Kosi Chima

Loganville, GA, 404-542-1609, kosichima00@gmail.com

LINKS

Linkedin, Github, Portfolio Website

PROFILE

Impending graduate with strong C++ coding skills and a knack for problem-solving. Eager to contribute to dynamic game development teams with a focus on crafting innovative solutions and delivering high-quality results. Passionate about continuous learning and ready to make a meaningful impact in the game development and design industry.

EDUCATION

Jan 2019 — Dec 2023

Bachelor of Science in Computer Science, Kennesaw State University
Kennesaw

Jan 2019 — Dec 2023

Bachelor of Science in Computer Game Design and Development , Kennesaw State University
Kennesaw

President of the [School] Society of Black Computing Professionals

Member of the Golden Key Honor Society

EMPLOYMENT HISTORY

Jul 2017 — Present

Customer Service Supervisor, Publix Supermarkets
Marietta

- Needed to ensure efficient operations
- Successfully resolved customer inquiries and complaints promptly
- Regularly communicated with employees to identify areas of improvement and devised strategies to address those areas

Oct 2021 — May 2022

Programming Instructor, Code Ninjas Coding School
Marietta

- Instructed students aged 7-18 how to code in Unity using C#, Scratch, and JavaScript.
- Created curriculum and lesson plans for teaching basic coding skills.
- Created a positive learning environment that encouraged creativity and collaboration among students.
- Helped students identify and resolve programming errors and bugs, strengthening their debugging skills.
- Assumed leadership roles in group activities and workshops, guiding students through challenges and promoting teamwork.

INTERNSHIPS

Jun 2023 — Aug 2023

Junior Software Developer, Cognitive Generation Enterprises
Loganville-Remote

- Responsible for designing, developing, and maintaining software solutions using C# and the .NET framework.
- Collaborated closely with a team of experienced software engineers to ensure that the software developed was of the highest quality and met the software requirements

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PROJECTS

Aug 2023 — Dec 2023

2D Game Engine

- 2D Game Engine programmed in C++ while implementing LUA and SDL libraries
- Created a fully modular and simple Game Engine that renders, and handles input, Physics Simulation, Audio, Scripting in LUA Logging console messages, and Asset handling.

SKILLS

Java	Skillful	Object Oriented Programming	Skillful
C++	Skillful	HTML/CSS	Experienced