

John Choi

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EDUCATION

Carnegie Mellon University
BCSA Computer Science & Arts
Expected May 2017, QPA 3.16

SKILLS

Languages:

Python, C, C#, SML,
Java, Javascript, Actionscript

Software:

Unity3D, Maya, Photoshop,
Premiere, After Effects
Arduino, Rhino3D,

Platforms:

Windows, Mac OSX, Linux

RELEVANT COURSEWORK

- Computational Art + Design (60-412)
- Electronic Media Studio II (60-210)
- Human Robot Interaction (16-467)
- Theoretical Ideas in CS (15-251)
- Functional Programming (15-150)
- Imperative Programming (15-122)
- Intro to Programming (15-112)

AWARDS AND GRANTS

- Frank-Ratchye Fund for Art 2014
- Microgrant Recipient
- Scholastic Art and Writing 2013
- National Silver Medal

HACKATHONS

- Global Game Jam 2015
- Google's Choice (Pittsburgh)
- HackCMU 2014
- Microsoft's Choice
- 15-112 Fall 2013
- Term Project Winner
- Red Robot Hackathon 2013
- 1st place
- SkillsUSA Colorado 2013
- 1st place in 3D Animation

EXPERIENCE

HCI Research Assistant, May 2014 to August 2014

Carnegie Mellon University, Pittsburgh, PA

- Developed 8 educational minigames for use in HCI research
- Worked collaboratively and quickly solved issues and enhancements

Digital Evolutions, August 2009 to May 2013

Smoky Hill High School, Aurora, CO

- Taught high schoolers Autodesk Maya, Photoshop and Unity3D
- Won 3 state animation competitions (SkillsUSA Colorado)

PERSONAL PROJECTS

- Halley (2014): A 2.6-ft humanoid robot for use in animation research.
- OwlBot (2014): A 3D-printed, robotic toy owl prototype for Arduino.
- WorldBuilder (2014): A Kinect and speech controlled colony creator.
- Life in a Box (2013): An automatic 3D maze museum gallery generator.
- Cory (2013): A cute robot head that sings "Let It Go".

TEAM PROJECTS

- Myo Painting (2015): Funny painting simulator using Myo armbands.
- Team BitBot (2014): A 2.5D side-scrolling cooperative platformer game.
- Monster Shroud (2013): A Kinect and Wiimote controlled FPS game.
- Illuminate (2013): A Wiimote-controlled flashlight explorer game.

On all Team Projects:

- Managed development and led team as Project Leader.
- Taught team members how to use game development tools.

VOLUNTEER WORK

Director of of Development, December 2014 to present

CMU Game Creation Society, Pittsburgh, PA

- Taught students how to use game development tools such as:
- Unity3D, Autodesk Maya, Photoshop and more.

Training Officer, January 2014 to present

CMU Robotics Club, Pittsburgh, PA

- Taught students how to create basic electronics, using:
- Arduino, Breadboards, Soldering, Servomotors and more.

REFERENCES

Golan Levin, Director of the STUDIO for Creative Inquiry

- golan@andrew.cmu.edu

Bruce McLaren, Human Computer Interaction Researcher at CMU

- bmclaren@cs.cmu.edu

David Kosbie, Computer Science Professor at CMU

- koz@cmu.edu