

# Kimberly Burke

Software Developer

## PROFILE

Since my choice to enter the digital media field, my journey has brought endless growth and learning opportunities. It has taken me internationally to Canada where I thrived in collaborative environments working with designers and artists. I have grown into a strong communicator with the soft skills to work with my peers.

## CONTACT

### Phone:

817-312-7889

### Website:

<https://kburke45.wixsite.com/kbp-portfolio>

<https://github.com/kburke18>

### Email:

kburke@sssmri.com

## INTERESTS

- Video Games
- Problem Solving
- User Experience
- Character Creation

## VOLUNTEERING

- Hour of Code with Kids Code Jeunesse – Winter 2019
- Centre of Digital Media GSS Secretary Officer – Fall 2018 – Fall 2019

## EXPERIENCE

### Software Engineer

#### Service Support Solutions - Summer 2016, Current

- Utilized LabView NXG to develop a serial communication, automated power supply application with additional accessory devices
- Consultant for software/math problems for electrical engineering projects

### Unity Developer

#### UBC MedIT Hive - Fall 2019 – Winter 2019

- Incorporated Photon Engine PUN for HoloLens into existing AR Mannequin project
- Built UI wireframe for facilitator interface
- Designed and implemented custom, scalable command buffer system

### Technical Lead

#### CDM Client Project - Spring 2019 – Summer 2019

- Coordinated multidisciplinary team of 8
- Prototyped game controls using accelerometer and touch screen
- Integrated PHP database and led design of account system
- Implemented system wide UI managers
- Led publishing of application on all mobile platforms (iOS and Android)

## SKILLS

### Languages

C#, C++, Java, Python, Javascript, HTML, CSS, PHP

### Tools

Unity, Unity Collab, MS Visual Studio, Unreal Engine, Github, Photon Engine, Unity ARKit, LabView NXG

## EDUCATION

### Masters of Digital Media

September 2019 - December 2019 – Centre of Digital Media

GPA: 4.00

CDM Scholarship 2019 and Housing Award 2018

### Bachelors of Science in Computational Media

September 2014 – May 2018 – Georgia Institute of Technology

GPA: 3.50

Dean's List 2015 - 2017