

# Jeffrey Yim

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## OBJECTIVE

To apply my skills in software design to the conception and development of quality software and engrossing video games.

## EDUCATION

**Master of Science, Queen's University, Computing** 2006 - 2008

**Bachelor of Economics, Queen's University** 2005 - 2006

**Bachelor of Computing Honours, Queen's University, Software Design** 2001 - 2005

## WORK EXPERIENCE

**Research Assistant** Fall 2006 - Present

*Queen's University, Kingston, ON, Canada*

- Designed and developed a 3D multiplayer exercise video game.
- Validated increased exercise motivation in multiplayer exercise games.

**Undergraduate Research Assistant** Spring 2006 - Fall 2006

*Queen's University, Kingston, ON, Canada*

- Created a calibration-free eye tracking system.
- Demonstrated eye based control of applications.

**Teaching Assistant** Winter 2007

*Queen's University, Kingston, ON, Canada*

Fall 2006, 2007

- Assisted with undergraduate courses in introductory programming and software quality assurance.

## PUBLICATIONS

Yim, J., Qiu, E., Graham T.C.N. 2008. Experience in the Design and Development of a Game Based on Head-Tracking Input. In the Proceedings of the International Conference on the Future of Game Design and Technology. Future Play '08. ACM.

Yim, J and Graham T.C.N. 2007. Using Games to Increase Exercise Motivation. In the Proceedings of the International Conference on the Future of Game Design and Technology. Future Play '07. ACM, 166-173.

## AWARDS

**Queen's University Graduate Award** 2006 - 2008

## CONTRIBUTIONS TO SOFTWARE TECHNOLOGY

**Frozen Treasure Hunter** 2006 - 2008

- Developed a fully realized 3D multiplayer computer-aided exercise game.
- Cooperatively collect treasure while avoiding harmful snowballs.
- Players control a shared avatar. Player one movement controlled by recumbent bicycle. Snowball defense controlled by Wii Remote input by player two.
- Written in C++ using the Ogre3D graphics engine and OgreAL sound engine.

**Questionnaire Processing System** 2004 - 2005

- Designed and developed an online questionnaire system in a team environment.
- Flexible system allows users to fill out, add, remove, edit, and analyze questionnaire data. Data can be exported to Excel for further analysis.
- Users interact with web based questionnaire written in PHP/HTML. Information is stored in a MySQL database.

## TECHNOLOGICAL PROFICIENCIES

### Languages:

*Expert:* C++, Java, C#

*Proficient:* Pascal, HTML, PHP, SQL, Haskell, Prolog, PEP7 Assembly

### Libraries

- OGRE – Object-Oriented Graphics Rendering Engine. Open source 3D engine.
- OpenCV – Open source computer vision library
- OpenAL – Cross-platform 3D audio API