

Kaz

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<https://play.google.com/store/apps/developer?id=KazuoGames>

Education

The University of British Columbia

2021-2025 (Projected)

UBC Sauder School of Business, Combined Major in Computer Science and Business

2nd Year, 3.8 GPA, Dean's Honour List

Relevant Coursework: Computation, Programs, and Programming (86%), Software Construction(96%)

Skills

Game Development - 7+ years designing and developing games with the Unity game engine. Advanced knowledge in C#, 2D and 3D game design, Physics, AI, performance optimization, and Asset integration

Programming - C++, C#, Java, Javascript, HTML, CSS, PHP, 3+ years of computer science coursework, and 7+ years of self-teaching.

3D Modeling - 5+ years creating 3D models in Blender. Experience texturing, lighting, rendering, and optimizing for game integration

Experience

Chief Technical Officer | Innovenium Technologies Inc.

April 2022 - Present

- Set the technical direction of a social media networking mobile app using advanced knowledge in react native by leading a team of 16 developers operating under the agile workflow
- Utilized rapid application development to increase user feedback by 55% by coordinating with UBC clubs, STEM startups, and potential users to receive feedback and implement new features quickly
- Kept a team of 16 developers organized with other departments by coordinating weekly meetings with the team to discuss goals, issues, and direction of the development process over a four-month period

QA Automation Engineer | Blastworks Inc.

May 2022 - August 2022

- Improved full test pass efficiency by 22% by designing automation systems in C# unity for a Casino game played by over 1 million users.
- Learned how to coordinate and work with a team of developers and QA using JIRA and version control software operating under the agile workflow
- Appointed lead of verifying payments systems and compatibility with third-party providers for an in-app store that generates over \$400,000 in monthly revenue

Developed and Published a Mobile Game with 100,000+ Users | Solo Developer

March 2019 - June 2021

- Released a start-to-finish game entirely from scratch in C# by learning about mobile implementation, AI behavior, item systems, and character programming with the Unity game engine
- Scaled the user base to 100,000 players by leveraging various advertising methods such as App Store Optimization, Google Ads, and YouTube from a \$200 budget within four months
- Increased rating by 1.2 stars on the Google Play Store by listening to user feedback from reviews, making adjustments, and using A/B experimentation to test results over a period of six months

Personal Endeavors

Competitive Programming

- Increased my efficiency in solving algorithms by working through many competitive programming problems and competing in competitions such as the Canadian Computing Competition (CCC)
- Primarily programmed in Java for algorithmic problems that involved trees, graphs, sorting, and lists

Active Member | UBC BizTech

- Gained teamwork, leadership, and public speaking skills by developing and presenting various solutions to cybersecurity problems in full-day case competitions