Jeffkim Kimo

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EDUCATION

Alfred University   Alfred, NY
Bachelor of Arts in Computer Science, Minors in Film Studies   *Aug. 2025 – May 2029*

SUMMARY

First-year Computer Science student building a strong foundation in programming and problem-solving. Early in my academic journey, I am highly motivated to learn, explore new technologies, and develop real engineering skills. I bring a growth mindset, curiosity, and a strong desire to improve through mentorship, collaboration, and hands-on experience. Eager to contribute, ask questions, and grow into a capable software engineer.

PROJECTS

2048 Game | *Python, Algorithms, Matrix Operations*   In Progress
- Built a fully functional 2048 game from scratch by implementing a 4x4 matrix board, custom tile-display logic, and a continuous input-driven game loop
- Developed all movement mechanics using multi-step merge algorithms, row shifting, adjacency checks, and manual matrix transformations (reverse + transpose) for up/down/left/right moves
- Implemented randomized tile generation, win/lose detection, and state validation using deep copies to compare board states and identify valid moves

EXPERIENCE

Video Content Creator   Jan. 2025 – June 2025
BloomTech Tanzania   *Remote*
- Produced promotional video showcasing OptiGrow AI app that helped the team secure 3rd place at JA World competition
- Created compelling visual content communicating the app's impact on agricultural productivity for small-scale farmers

Camera Operator   Aug. 2025 – Present
Prunty-Russo Student Media Lab, Alfred University   *Alfred, NY*
- Operate professional camera equipment for Bergren Forum lecture series and manage technical production workflows

Freelance Video Producer   2023 – Present
Self-Employed   *Remote*
- Delivered end-to-end video production for startups including Ivytrend, Skreamculture, and BloomTech using Adobe Creative Suite

TECHNICAL SKILLS AND INTERESTS

Languages: Python, C++, JavaScript, HTML/CSS
Frameworks & Tools: VS Code, Git
Creative Tools: Adobe Premiere Pro, After Effects, Photoshop, CapCut, Blender, FL Studio
Interests: NLP, Computer Vision, Behavioral Analytics, Edge Computing