

Kyle Mori

778-231-2136 | khmori@protonmail.com | [linkedin.com/in/khmori](https://www.linkedin.com/in/khmori) | github.com/khmori

EDUCATION

University of British Columbia

Bachelor of Science in Computer Science

Expected Graduation: May 2029

Vancouver, BC

- **GPA:** 3.9/4.0 (90.2%), Science Scholar
- **Relevant Coursework:** Data Structures and Algorithms · Object Oriented Programming · Data Science · Systematic Program Design · Models of Computation

TECHNICAL SKILLS

Languages: Python, Java, C++, JavaScript, R, $\text{\LaTeX}$, HTML/CSS

Frameworks/Libraries: React, Next.js, Tailwind, Pandas, JUnit, Swing

Developer Tools: Git, Linux

PROJECTS

MathPVP | *Next.js, JavaScript, Supabase, Tailwind CSS*

June 2025 – Present

- Developed a web application where players compete in math battles, generating random quizzes and scoreboards
- Used API routes and state management in Next.js for problem generation, answer validation, and score tracking
- Used Supabase to store and organize user score data in a Postgres database, enabling easy retrieval and display of leaderboards

CHIP-8 Emulator | *C++, SDL2*

April 2025

- Built a functional CHIP-8 interpreter in C++ to emulate classic games like Pong and Tetris
- Implemented a fetch-decode-execute loop to parse instructions by mapping each opcode to handler functions using bit masking and switch cases
- Used SDL2 for graphics and handling real-time keyboard input, simulating original system behaviour

Moddle (Wordle Clone) | *Java, Swing*

January 2025 – April 2025

- Created a Wordle-like game using Java Swing, applying object-oriented programming and test-driven development
- Implemented game state using JSON serialization, enabling players to resume their games between sessions
- Ensured code robustness by writing unit tests for game logic and state, catching edge cases and obtaining full coverage

Pyjong | *Python, PyGame*

March 2024 – June 2024

- Developed a Mahjong game entirely in Python, integrating PyGame with score calculation libraries
- Optimized rendering to reduce game lag significantly by rewriting drawing functions to update only relevant screen regions
- Utilized object-oriented principles, defining classes for game components and logic to enhance maintainability

TECHNICAL EXTRACURRICULAR ACTIVITIES

Programming Club President

Oct. 2021 – June 2024

Killarney Secondary School

Vancouver, BC

- Coordinated 30+ students to engage in programming on a weekly basis
- Mentored club members by answering questions and guiding them through debugging and problem-solving
- Prepared members for national coding competitions by leading workshops and providing mock problems

Hackathon Organizer

June 2022 – June 2023

vsHacks

Vancouver, BC

- Organized a district-wide hackathon, encouraging 100+ high-school students across Vancouver to engage in programming
- Recruited 10+ participants from school through advertising and pitch presentations
- Evaluated creativity and code quality of 40+ projects to determine competition winners
- Coordinated event logistics, including scheduling, communication, and technical setup