Celine Kim

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Education

University of Chicago — Chicago, IL
B.S. in Computer Science and B.A. in Visual Arts | GPA: 3.89 — *December 2020*

- **Selected Coursework**: Databases, Networks, ML in Medicine, Programming Languages, Algorithms, Adv. Distributed Systems, Usable Privacy and Security, Formal Languages, HCI
- **Activities**: TechTeam, Emancipate North Koreans Tutor, Korean Student Organization (VPI), ACM-W

Skills

Programming Languages: *(Proficient) Java, Python, C; (Familiar) SQL, JavaScript, HTML/CSS, SML,*
Software/Tools/Frameworks: *Git, AR Studio, Mockito, Guice, node.js, React Native, Photoshop*

Experience

Google — Mountain View, CA
Software Engineering Intern — June 2020 - Sept 2020

- Implemented a data field to collect user response time per question for advanced survey analytics
- Deployed a highly requested export feature for Google Ad's survey API using **Java** that generates and executes SQL queries to return survey-specific response data in a readable format
- Constructed a scalable, parallel data-processing pipeline to update or correct user response data
- Devised a crosstab analytics feature by composing a design doc through iterative design reviews

Google — Mountain View, CA
Engineering Practicum Intern — June 2019 — Sept 2019

- Rebuilt feature of crawler app in **Java** used by over 1000+ apps to create debugging artifacts
- Implemented an automated crash verification system on submitted bugs, substantially reducing time to identify false positives by the crawler app
- Developed integration tests for Play Books Backend and endpoint probes to monitor system health

Two Cents — Chicago, IL
Software Engineering Intern — Jan 2019 — June 2019

- Created integral functionalities of blocking, reporting, and removing users for messaging app, Fuse
- Utilized React-Native libraries to create key design elements for the sign-in page and navigation bar

Escality — Los Angeles, CA
Game Developing Intern — July 2018 — Sept 2018

- Employed Blender, Unity, and VR Studio to construct a virtual reality game, Hungry Beavers
- Structured 30 scripts of code in **C#** to implement approximately 100 game mechanics with limited lag

Projects

LUCHA Searchable Map (TechTeam) — HTML/CSS/Js

- Worked alongside a development team to create a fusion table searchable map using Google APIs to organize public service data into an accessible interface for a local housing non-profit

Raft Consensus Algorithm — Python

- Collaborated with two others to develop a leader-dependent consensus algorithm resistant to failing nodes and network partitions in a distributed system

Simple Database — Java

- Implemented a database system capable of concurrent transactions and basic predicates, with data changes managed by a BufferPool using exclusive and shared locks