

Celine Kim

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Education

University of Chicago

B.S. in Computer Science and B.A. in Visual Arts | GPA: 3.89

Chicago, IL

December 2020

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

Experience

Google

Software Engineering Intern

Mountain View, CA

June 2020 - Sept 2020

- Building an export feature for surveys API to provide clients SQL queries of product user feedback and a data field to collect user response time per question for survey analytics
- Constructing a framework for a scalable data pipeline to add incorrect or missing survey fields

Google

Engineering Practicum Intern

Mountain View, CA

June 2019 – Sept 2019

- Rebuilt feature of crawler app used by over 1000+ apps to create textural and graphic debugging artifacts
- Implemented an automated crash verification system on submitted bugs in **Java**, significantly reducing time to identify false positives by the crawler app
- Developed integration tests for Play Books Backend and endpoint probes to monitor system health
- Attended leadership and Diversity workshops; took, Machine Learning Crash Course

Two Cents

Full-Stacks Intern

Chicago, IL

Jan 2019 – June 2019

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

Escality

Game Development Intern

Los Angeles, CA

July 2018 – Sept 2018

- Employed Blender, Unity, and VR Studio to construct virtual reality game [Hungry Beavers](#)
- Structured 30 scripts of code in **C#** to implement approximately 100 efficient game mechanics with reduced 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 leader-dependent consensus algorithm resistant to failing nodes and network partitions in a distributed system

Simple Database

Java

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

Skills

Programming Languages: (*Proficient*) C, Java, Python; (*Familiar*) SQL, JavaScript, HTML/CSS, SML,

Software/Tools/Frameworks: Git, AR Studio, Mockito, Guice, node.js, React Native, Photoshop