ANDREW
KIM

My goal is to apply my knowledge in the software engineering field, develop my skills, and become a stronger problem-solver to create meaningful work.

📞 CONTACT

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🎓 EDUCATION

Bachelor of Applied Science and Engineering
Computer Engineering

Engineering Business Minor

University of Toronto
2018 - 2023

💡 SKILLS

Python	SQL
Java	Flask
C++	MongoDB
C	Git Version Control
HTML/CSS	Linux
JavaScript	C#
React	Unity

♣ INTERESTS

Programming	OOP
Algorithms	AI Machine Learning
Data Structures	Big Data
Full Stack	Data Science
Software	Cybersecurity
Leadership	Marketing
Management	Music
Blockchain	Video Games

🧠 PROJECTS

Github Fork Tracker
Python, Flask, MongDB, React   Sep. 2022 - Present
- Building website to track forks for each github repository and eliminate duplicate efforts using algorithms for target user
- Hosting server on React Front-End and Python/Flask and MongoDB backend. Full Stack Development

Data Structures and Algorithms Comparison Guide
Python, C++, Java   Aug. 2022 - Present
- Exploring implementation of several algorithms (sort, search, etc.) and data structures (linked list, queue, tree, etc.)
- Comparing speeds of any combination of an algorithm/data structure pair. Practicing in different OOP languages

Music Production React Website
React, HTML/CSS/JavaScript   Jul. 2022 - Present
- Creating Information Web Application with navigation bar, side chapter bar for each page, exploring all areas of Music Production (DAW, VST, Effects, Mixing, Mastering, etc.)
- Facilitate beginners ramp up to introduce concepts effectively

Chess Game For 2 Players
Python   Jun. 2022 - Jul. 2022
- Created properly functioning two player chess in Pygame with special moves, proper notation, and algorithm for moving/checking logic
- Incorporated use of data structures such as dictionaries, sets, tuples, etc. and neatly organizes components of game in separate classes (board, movement, check)

💼 EXPERIENCE

GPU Virtualization Cloud Computing QA
Advanced Micro Devices Inc.   May 2021 - Apr. 2022
- Scripted test automation for GPU benchmarks
- Verified GPU performance on Host and Virtual Machines
- Repaired driver and OS related issues on Windows and Linux

Teaching Assistant
University of Toronto   Sep. 2020 - Dec. 2020
- Taught first year students engineering practices and ethics
- Mentored students on development of structured work habits
- Demonstrated strong strategies for proper time management

Information Technology Support Services
Deloitte TTL   Jun. 2020 - Aug. 2020
- Constructed Unity game to be distributed to clients as a virtual introduction to the Deloitte Greenhouse vision and operations
- Built smart mirror program on Raspberry Pi that can create events, web search, display weather, etc. with voice recognition

Software Developer
Rogers Communications Inc.   Jun. 2019 - Aug. 2019
- Contributed to the creation of a control panel that prevents errors in Rogers' cable television S4M broadcasting system
- Created Jira, Trello, Microsoft Teams, Slack, Agile, and Confluence groups and analyzed them for the VP of Media & Corporate IT to review and present
- Revised SQL, Java, JavaScript code and code documentation