

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, MongoDB, 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 Website 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/Automated testcase benchmarks for GPUs
- 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

GPU Virtualization Cloud Engineer

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 Intern

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, and Confluence groups and analyzed them for the VP of Media & Corporate IT to review and present