Andrew Kim

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Experience

- **Teaching Assistant | University of Toronto | (Sep. 2020 – Present)**
  - Introducing first year students to ethics and engineering practices
  - Mentoring first year students on how to develop strong work habits
  - Demonstrating good strategies for proper time management
- **Information Technology Support | Deloitte | (Jun. 2020 – Aug. 2020)**
  - Constructed a Unity game to be distributed to clients as a virtual introduction of what the Deloitte Greenhouse is and how they operate
  - Built a voice recognition program on a Raspberry Pi that can create events, YouTube search, display weather etc., simulating a smart mirror program
- **Software Developer | Rogers Communications | (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
- **Team Leader | Eng Strategies and Practices | (Sep. 2018 – Dec. 2018)**
  - Used haptic technology to design a theoretical feature within a navigation application to enhance the experience of users with visual impairment
  - Delegated tasks and lead discussions among team members

Side Projects

- **Unity Video Games | (Jun.2020 – July. 2020)**
  - Created through Unity and scripts written in C#:
    - 2D Platformer with other interactable characters and events
    - Point and click with interactable events (similar to Phoenix Wright)
    - Accessible links below:
      https://simmer.io/@Andrew2000/detective-snail-murder-mystery
      https://simmer.io/@Andrew2000/2d-platformer-point-and-click-demo
- **Mini Game Bundle | (Jan. 2019 – Apr. 2019)**
  - Programmed using concepts from Python, Java, and C:
    - Reversi/Othello
    - Tic Tac Toe
    - Battleship

Awards and Accomplishments

- **Regional Finalist of SUMO Robotics Competition (2019)**
  - Placing 2nd for performance of built robot in competition
- **Edward S Rogers Sr. Admission Scholarship (2018)**
  - Awarded to students entering the Department of Electrical and Computer Engineering and are based on academic achievement and extra-curriculars
- **Faculty of Applied Science and Engineering Scholarship (2018)**
  - Received for prominent admission average into University

Objective

Seeking opportunity where I can contribute to company goals and learn more about what area of work I will want to pursue in the future.

Education

Bachelor of Applied Science and Engineering

University of Toronto
Sept. 2018 – Present

Etobicoke Collegiate Institute
Sept. 2014 – Jun. 2018

Skills and Tools Used

- C++
- C
- Python
- Java
- Assembly
- Unity and C#
- HTML
- Hands-On Fabrication Training

Clubs & Hobbies

- UTAT Rocketry Member
- Spark Design Team
- Troost Institute for Leadership Education
- SEEK Hack-a-thon
- Guitar
- SUMO Robotics Club