

# Benjamin Kim

Canadian Citizen | [Email](#) | [LinkedIn](#) | [GitHub](#)

## EDUCATION

<b>Wilfrid Laurier University</b>	Waterloo, ON
Honours Bachelor of Science in Computer Science   <i>Concentration in Big Data Systems</i>	<i>Expected Dec 2026</i>
Course Highlights: Databases, Software Engineering, Data Structures & Algorithms II, Computer Networks	

## WORK EXPERIENCE

<b>Full-Stack Developer Intern</b>	Seoul, South Korea
<i>Chujin Gongjang Corp.</i>	<i>May. 2025 – Aug. 2025</i>
<ul style="list-style-type: none"><li>Contributed to the development of a full-stack corporate website from scratch for a startup consulting firm.</li><li>Used <b>Python (Flask)</b> to build the backend server and <b>RESTful APIs</b> for publishing and managing blog posts.</li><li>Worked with <b>JSON</b> payloads across all API endpoints to structure, validate, and transport data.</li><li><b>SQL</b> was used for data manipulation and to design <b>schemas</b> to store accounts, passwords, blog posts, etc.</li><li><b>JavaScript</b> was used to create interactive features such as search highlighting and carousel navigation.</li><li><b>HTML</b> and <b>CSS</b> were used to structure the frontend to work across all devices.</li><li>Deployed through <b>CI/CD</b> pipelines with <b>Git</b> for version control to streamline collaboration.</li><li><b>Docker</b> was used to containerize the application for easy testing, deployment, and portability.</li></ul>	

<b>Machine Learning Researcher</b>	Seoul, South Korea
<i>Korea University</i>	<i>May. 2025 – Sept. 2025</i>
<ul style="list-style-type: none"><li>Performed full <b>ETL processes</b> using <b>Pandas</b> to extract and transform data, then loaded it into our model.</li><li>Used <b>PyTorch</b> to implement meta-learning algorithms to enable rapid adaptation across tasks.</li><li>Fine-tuned transformer-based <b>LLMs</b> on multi-GPU systems to evaluate rapid task adaptation.</li></ul>	

## PROJECTS

<b>GameHub</b>   <i>Personal Project</i>	<i>Oct. 2025 - Nov. 2025</i>
<ul style="list-style-type: none"><li>Built a game hub where users can play multiplayer games I created while earning virtual currency.</li><li>Deployed it on <b>AWS</b> using EC2, RDS, S3, and CloudWatch for scalable hosting, storage, and monitoring.</li><li><b>PostgreSQL</b> - designed new schemas for users, friend requests, friendships, and party state.</li><li>Python (Flask) - built and expanded REST APIs for login, friends, party invites, and system health monitoring.</li><li>JavaScript – connected APIs to the front end, built inbox features, and implemented core matchmaking logic.</li></ul>	

## SKILLS

**Languages:** Python, Java, C, HTML, CSS, JavaScript, SQL

**Libraries:** React, Tailwind, Scikit-learn, TensorFlow, Pandas, Keras, Flask, PyTorch, Matplotlib, SQLAlchemy

**Technology:** Docker, AWS, Git, PostgreSQL, Vite, Power BI, Linux, Visual Studio Code, Jupyter Notebook

## CLUB EXPERIENCE

<b>Laurier Computing Society - Software Developer</b>	<i>Jan 2023 - Jan 2024</i>
<ul style="list-style-type: none"><li><b>Debugged</b> Python scripts and mentored 2+ junior devs on best practices during onboarding.</li><li>Automated repetitive admin tasks using Python scripts, saving the executive team <b>~2 hours/week</b> in work.</li></ul>	