

Bogyung Kim

SOFTWARE ENGINEER

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Education

Duke University

BS IN COMPUTER SCIENCE, MINOR IN PSYCHOLOGY

Durham, NC

Expected May 2021

- GPA: 3.967/4.0; Dean's List all semesters

- Relevant Coursework:

Delivering Software, Data Structures and Algorithms, Unity 3D and Interface Design, Virtual Museums, Intro to Database Systems, Foundations of Data Science, Intro to Computer Science, Matrices and Vector Spaces, Discrete Mathematics, Multi variable Calculus

Skills

Programming, Objective-C; Swift; Python; Java; C++; SQL; JavaScript; Git

3D/Graphic/Web, Unity; ARKit; SpriteKit; Blender; HTML; CSS

Work Experience

Apple

SOFTWARE ENGINEER INTERN

Cupertino, CA

Jun 2020 - Aug 2020

- Created and explored new workflows in Photos leveraging a new AI/ML based technology
- Worked with HI and Vision team
- Selected to present to the senior VP, Craig Federighi

Duke OIT

SOFTWARE ENGINEER INTERN - FULL STACK (AR APPLICATION)

Durham, NC

May 2019 - Dec 2019

- Sponsored by Microsoft, created 3D models using Blender and developed AR points of interest using Azure Spatial Anchors and GPS, drastically increasing the engagement and interactivity of app users
- Built a native ios AR experience for Duke Gardens visitors in Swift and objective-c using ARKit and SpriteKit
- Beta testing with Duke Gardens, guaranteed to be launched in the App Store, and expecting to have 300k+ downloads

Duke Computer Science Department

UNDERGRADUATE TEACHING ASSISTANT

Durham, NC

Aug 2018 - May 2019

- TAed for Programming and Problem Solving and Foundations of Data Science
- Hold office hours, created test cases, led discussion sessions and graded exams

Projects

Duke Wilson Recreation Center App - AR based

Durham, NC

VISITOR APP WITH AR EXPERIENCE

Aug 2019 - Sep 2019

- Team leader of 4 students, designed and implemented a native ios application for iPhone and iPad with Swift and objective-c that allows users to explore the recreation center using AR markers
- Accepted and launched in the Apple App Store and expecting to be expanded

Boomerang

PACKAGE RETURNING APP WITH RETURN CREDIT

Durham, NC

Aug 2020 - Present

- Project Manager and full stack developer of a team of 4, created a React Native app with focus on iOS
- Aiming to remove the hassle of return process by offering a third party drop off the package and providing an instant return credit
- Used Google Firestore and Cloud Functions to set up the user-driver matching and interaction
- Created snapshot tests and basic unit tests with Jest, working on getting higher code coverage

Mini Games

C++ CONSOLE GAME

Durham, NC

May 2019 - Aug 2019

- Built independent projects to learn C++
- Developed C++ console applications including maze game and Tetris

Activities

Student Organizations, Lead Mentor in Duke International House Orientation Peers; Devils Cross Reality; Duke Technology Scholars;