

Larissa Kim

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CAREER OBJECTIVE

Highly motivated software engineer, consistently improving and adding upon my current skillset by taking upon leadership and technical experiences. Actively looking for hands-on experiences in software engineering, technology delivery, and organizational leadership

EDUCATION

Texas A&M University

Bachelor of Science in Computer Science - Engineering Honors - 3.8/4.0 GPA

College Station, TX

Class of May 2027

EXPERIENCE

Walmart Global Tech

Software Engineering Intern

Bentonville, AR

Jun. 2025 – Aug. 2025

- Migrated **SQL** queries from **Elasticsearch** to **Google BigQuery**, enabling reliable auditing and reporting by syncing critical tables for long-term data access.
- Improved pallet investigation time by **40%** by designing **React front-end** dashboards and integrating **Spring Boot REST APIs** with real-time timestamp tracking, improving inventory accuracy across DCs.
- Revived a **\$146M** revenue stream by developing a driver confirmation and lumper fee system with **Azure SQL**, **React**, and **Java Spring Boot**, enabling DCs to accurately charge suppliers for unloading services.

Texas A&M University - Engineering TA Organization

Vice President, Software Engineering Intern

College Station, TX

Feb. 2024 – Present

- Developed a website for TAO, reaching an audience of **5,000+** students, utilizing **React** and **TypeScript**
- Implemented **ShadCN** library to create a uniform UX for students to access **2 years** of review materials
- Performed code reviews and collaborated with **9** teammates using **Docker** and **Git** to avoid conflicts

Southern Methodist University - HuMIn Game Lab

Game Development Intern

Dallas, TX

Jun. 2022 – Oct. 2022

- Organized file data of **800+** blocks/entities, documenting connections between each block with **Microsoft Excel**
- Researched CS interest of **4** school districts using a **modded Minecraft game**, with **90% educator approval**
- Communicated with PhD graduates and professors in Game Design using **Slack** on the development of the project

Amodo Technologies LLC

Software Development Intern

Richardson, TX

May 2019 – July 2019

- Developed an interactive therapy program with **VR/AR** technology using **C#** and **Unity Game Engine**
- Transcribed real time narration of video game footage to streamline voice line generation
- Researched **8 gamification** tools and wrote a manual of the application of tools for future game development

PROJECTS

Take A Byte - SWE Lead | Python, TensorFlow

Oct. 2023 – Present

- Led project members and spearheaded the progression of training **computer vision** models and **volume estimation research** by implementing **TensorFlow** and **Python** based software models
- Guided a team of **10** team members and managers and acted as a communication bridge between them through **Git version control**

FindAYota - TAMUHack 2025 | Python, Flask, Tailwind, HTML

Jan. 2025

- Built a responsive vehicle recommendation tool for Toyota using **Flask**, **Tailwind CSS**, and **HTML**, enabling users to discover suitable cars based on their preferences
- Designed a user-friendly, quiz-driven interface and integrated an APR calculator to optimize the search experience
- Engineered a custom **Python** matching algorithm, achieving a **95%** accuracy rate and reducing search time by **80%**

TECHNICAL SKILLS

Programming Languages: Python, C++, C#, JavaScript, HTML/CSS, TypeScript, Java, Haskell, SQL
Tools/Frameworks: Git, Github, ShadCN, Unity Game Engine, Bash, Linux OS, Docker, RESTful API, React, SpringBoot, Tensorflow, NumPy, Matplotlib, Jira, Maven, Redux, Kubernetes, Axon, Flask, Ubuntu, Agile
Relevant Coursework: Linear Algebra, Object Oriented Programming, Computer Systems, Discrete Structures, Data Structures and Algorithms, Computer Organization, Programming Languages, Software Engineering, Data Science