

Samuel Kim

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EDUCATION

B.S Computer Science, California State University, Fullerton

Expected: Dec 2025

Most Enjoyed Coursework: Data Structures, Algorithms, Compilers, Software Engineering

GPA:3.8

EXPERIENCE

Program Associate, Developer Relations for Education

Jan 2025 - Present

CodeDay & OpenEnergyDashboard (Open Source Project)

Remote

- Mentoring 10 to 15 students in 2 month long cohorts, improving debugging proficiency and reducing setup errors by 30%.
- Reviewed and provided feedback on 40+ pull requests (so far) across the OpenEnergyDashboard codebase, ensuring high-quality, maintainable, and well-documented contributions.
- Improved onboarding efficiency by 30% (so far) by streamlining setup documentation and creating step-by-step guides, reducing setup time and errors for new contributors.
- Partnering with educators and maintainers to identify and resolve recurring blockers, fostering a smoother contributor experience and stronger engagement.

Supplemental Instruction Leader - (Computer Science)

Jan 2024 – Present

California State University, Fullerton

Fullerton, CA

- Planned and led **C++**-focused interactive study sessions for an average of 5 students per session (10% of the class) to enhance their grades in three core programming classes: Intro, OOP, Data Structures.
- Achieved a 10% average grade improvement for attendees compared to students who did not attend.
- Taught primarily through setting up a "learn-by-doing" progression pathway.
- Core goal of Supplemental Instruction is to encourage and empower students to collaborate in order to solve problems and become self-sufficient.

PROJECTS

FreMR - Educational Practice Tool For Cerritos College Nursing Program

Dates: Oct 2024 - July 2025

- **Engineered** a full-stack EMR platform replacing legacy Excel workflows, improving faculty efficiency by 40%.
- **Recognized** as CSUF ECS Innovation Expo Finalist.
- **Architected** system design with documented dependencies; containerized services and automated CI/CD with Docker + GitHub Actions.
- **Integrated** security and accessibility (RBAC, input validation, WCAG audits) to align with compliance standards.
- **Implemented** observability + testing (85% test coverage, monitoring dashboards, scaled to 1,000+ simulated users with less than 2% error rate).
- **Collaborated** with faculty in Agile sprints.

Hotel Blissful Website (Four Person Team)

Term: July 2024

- **Developed** a reservation platform backend in C++ using OOP principles. Implemented caching to reduce response time by 30%.
- **Built automated CI/CD pipeline** (GitHub Actions + Vercel) for seamless deployments.
- **Load-tested** system with Locust, sustaining 140+ TPS and 50 concurrent users without failures.
- **Directed team execution**, ensuring deadlines were met despite resistance, demonstrating leadership under pressure.

FullyHacks Game (Cal State Fullerton Hackathon: Four Person Team)

Term: Feb 2024

- Built a 2D game with three enemy AI types (melee, ranged, defensive) with distinct behaviors.
- Collaborated with 3 teammates to deliver a playable demo within 24 hours.
- Learned Godot from scratch.
- Demonstrated adaptability and rapid problem-solving in high-pressure environment.

TECHNICAL SKILLS

Languages: C++, Python, JavaScript, Java, HTML/CSS

Developer Tools: Git, GitHub, VS Code, Visual Studio, Docker

Databases: PostgreSQL, MySQL, SQLite

Frameworks: React, NextJS, Django

Cloud Platforms: Vercel, Railway, AWS