

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

A.A Pharmacy Technology, Cerritos College

Aug. 2018 – Jan 2021

PROJECTS

FreMR - Educational Practice Tool For Cerritos College Nursing Program

Oct 2024 - Present

- California State University, Fullerton Capstone Project to help Nursing Students prepare for practical healthcare environments.
- Identified and addressed critical pain points, such as replacing outdated Excel-based Medication Administration Records, based on insights gained as an Instructional Aide at Cerritos College.
- Collaborated closely with project partner and Cerritos College nursing faculty, applying **Agile** practices including regular stakeholder feedback sessions and sprint planning to ensure the product aligns with user needs.
- Created and maintained a detailed **product backlog**, prioritizing features and enhancements based on faculty feedback and identified pain points.
- Built application using **Next.js**, **Django REST Framework**, and **PostgreSQL** to deliver a scalable and user-friendly experience.
- Containerized the entire application stack using **Docker**.
- CSUF ECS Innovation Expo Finalist.

Hotel Blissful Website (Four Person Team)

July 2024

- A full-stack reservation system for a faux hotel as part of the Software Engineering course.
- Built the back-end with **C++** using **Object-Oriented Programming** principles, optimizing response time by caching the data in a JSON.
- Built CD (Continuous Deployment) pipeline with **Git/GitHub** and **Vercel** to automate deployment workflows.
- Used **Locust** for load testing successfully handled up to 50 concurrent users and 140 TPS per instance without errors.
- Ensured timely completion of tasks and adherence to internal deadlines by influencing and persuading unwilling team members.

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

Feb 2024

- Collaborated effectively with a team to develop a 2D game in **Python** within 24 hours.
- Influenced the team (without a title or authority) to help project completion.
- Learned **Godot** from scratch.
- Implemented three types of enemies: melee, ranged, and defensive.
- Implemented behaviors, attack patterns, hit, and defeat logic for enemies.

EXPERIENCE

Supplemental Instruction Leader - (Computer Science)

Jan 2024 – Present

California State University, Fullerton

Fullerton, CA

- Plan 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.

Pharmacy Technician

Apr 2021 - Aug 2023

San Antonio Regional Hospital

Upland, CA

- Compounded medications in a clean room in order to provide IV medications to hospital patients.
- Suggested workflow changes that saved five minutes of hand washing a shift.
- Informally acted as a liaison between management and technician staff, reducing miscommunication and promoting a cohesive team 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