GEOL (CHRIS) KIM

REDMOND, WA

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EDUCATION

University of Washington - Bothell Campus   GPA: 3.5

B.S. Computer Science & Software Engineering   2022

EXPERIENCE

T-Mobile | Software Engineering Intern   June 2021 - March 2022

Appian BPM, SQL, soapUI, Swift, swiftUI, core bluetooth, Zephyr RTOS
- Supported the wireline sales team using Appian BPM, SQLdev, and soapUI, by developing enterprise cloud business process management applications
- Rebuilt the UI, and launched an iOS companion app to the app store for DevEdge, a T-mobile IoT device.
- Collaborated with a large software driven team of UI designers, embed systems engineers, and iOS developers using 2 week agile sprints and CI/CD.

Orcasound open source | Software Developer   April 2023 - present

Javascript, Typescript, HTML, CSS, Node.js, React, Next.js, Figma, Wordpress
- Building out front-end projects to help save the endangered resident orcas along the west coast of America, through a network of hydrophones along the Puget Sound.

PROJECTS

Chrisk1905.github.io - Javascript, HTML, CSS, React.js, SASS, Vite
Personal portfolio website, single page app built on Vite and deployed with github pages.

UW-Bothell TrickFire Robotics club - Linux, ROS, C++
Mining robot to compete in NASA's Robotic Mining Competition. Real time operating system built in ROS, a C++ robotics operating system framework.

Embedded Systems RC car - Dabble, Bluetooth, Arduino, C++, Microcontrollers
RC car controlled by an iPhone through bluetooth handled by dabble. Built with 2 Arduino Unos using a master/slave model.

Cloud Computing Project - Flask, Boto3, AWS Elastic Beanstalk, S3, EC2, DynamoDB
Deployment of a simple fullstack website with login/registration and stored user data. It utilized amazon web services and various RESTful APIs via flask and boto3.

TECHNICAL SKILLS

C++, Java, Python, Swift, Appian BPM, SQL, AWS, Git, SASS, Node.js Object Oriented Design, Cloud Computing, Distributed Systems, Web, Front-End, Full-Stack, data structures and algorithms