

Davin Kim

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www.github.com/davinism



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Projects

MapMyTravels.org

Sole Developer [Rails, ReactJS, Sass] | [Live](#) • [GitHub](#)

A social media application that allows travelers to plan and log their trips

- ❑ Implemented a route path rendering feature using Google Maps geolocation and Directions Renderer as well as a route saving feature using Google Static Maps API and PostgreSQL
- ❑ Constructed the Redux architecture that allows the frontend of the application to communicate with the database via AJAX requests to the Rails backend API
- ❑ Designed a single-page application using React to accelerate the page rendering and provide real-time user experience for features such as friending and commenting on trips
- ❑ Leveraged Sass to produce the entire stylistic layout of the entire application

Sliding Warfare

Sole Developer [JavaScript, jQuery] | [Live](#) • [GitHub](#)

An original two-player game inspired by Laser Tag and Paintball

- ❑ Modeled and implemented several physics principles such as friction and momentum using vector analysis in order to deliver a more real-world experience
- ❑ Coded a collision detection system between all game components with varying geometries
- ❑ Rendered the entire game using just HTML5 Canvas in order to allow for faster performance

Vernacular

Frontend Engineer [React Native] | [GitHub](#)

A mobile iOS application for practicing foreign languages with flashcards

- ❑ Engineered a smooth user interface with native iOS components that allows for features such as navigation across the app and a swipe functionality for viewing the flashcards
- ❑ Utilized the Redux framework to build a deck creation form that interacts with MongoDB
- ❑ Collaborated in a team with a git workflow and successfully deployed the app to iTunes Connect

Skills

Ruby	JavaScript	ReactJS	SQL	HTML	C
Rails	jQuery	React Native	git	CSS	C++
Python	MATLAB	Redux	RSpec	OSX	Linux

Education

App Academy

Full Stack Web Development Course
3% acceptance rate

July 2016 - September 2016

San Francisco, CA

Northwestern University

B.S. in Mechanical Engineering, Summa Cum Laude

GPA: **3.89**, Tau Beta Pi Engineering Honor Society

Coursework: Mechatronics in C, Python, MATLAB, Optimization in AMPL, CAD/CAM

September 2011 - June 2015

Evanston, IL

Work History

Neuroscience and Robotics Lab

June 2014 - December 2014

Undergraduate Researcher

Evanston, IL

- ❑ Debugged the circuitry of a broken robotic hand and paved a way for further development
- ❑ Developed the application environment for the robotic hand using C++
- ❑ Designed and machined a shaft that stabilized the movement of a demonstration robot

Institute of Electrical and Electronics Engineers

June 2014 - September 2014

IROS 2014 Conference Administrative Aide

Evanston, IL

- ❑ Created Excel VBA scripts to automate the process of creating the conference digests
- ❑ Led a group of students to handle registration and other logistics of the conference