

Seoungmin Kim

B.S in Electrical Engineering



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EDUCATION:

B.S. in Electrical Engineering
@University of California, Los Angeles

Expected Graduation:
June, 2027

SKILLS:

- Proficient in **JavaScript**, **Python**, and **C++** for data analysis, Frontend, and Backend Develop
- **C#**
- **Dart**
- **Git** (Version Control)
- **RESTful APIs**
- Experienced with Website and Mobile application Development using diverse languages

AWARDS:

- **HackSC 1st Place** in Global Connections Vertical

Relevant Courses:

- CS 180: Algorithm and Complexity
- ECE M148: Introduction to Data Science
- CS 35L: Software Construction
- CS 33: Computer Organization

LANGUAGES:

Korean (Native)
English (Native)

CAREER OBJECTIVE:

Passionate and adaptable Software Engineer with a strong drive to learn and apply diverse technologies. Built and deployed a pick-up basketball platform in South Korea using **React**, **Vite.js**, and **Express** (**Hoopsterz**, hoopsterz.vercel.app). Led development of the UCLA Korean website using **React** and **Node.js**, connecting **500+** Korean students and organizations. Created a 3D RPG game in **Unity** with **C#**, and built cross-platform web and mobile apps using **Flutter** (**Dart**) and **Prisma** backend during **HackSC**. Eager to deliver scalable, user-focused solutions through continuous learning.

EXPERIENCE:

Hoopsterz Corp. Chief Technology Officer / Project Manager

Full-Stack Dev.

Start-Up, Seoul, South Korea
May 2023 - December 2023

- Engineered high-performance web applications using **Vite** and **React.js**, boosting user engagement by **30%** with optimized **Express.js** backend
- Used **AWS** as a server-side and **MongoDB** as a database

UCLA Korean Website

Lead Developer

UCLA, CA, USA
Oct 2022 - Apr 2023

- Led the development of the UCLA Korean website, integrating information from multiple Korean clubs through a user-friendly interface, ultimately boosting engagement by connecting **500+** members using a **Google Firebase** backend and **React.js** frontend

3D RPG game: Xinshen

Programmer

ACM Studio UCLA, CA, USA
Jan 2023 - Jun 2023

- Developed 'Xinshen,' an immersive 3D RPG game using **C#** and **Unity**, featuring multiple levels and engaging character designs that captivated players and achieved positive feedback
- Learned and applied object-oriented programming principles in **C#** for gameplay logic

Projects:

Hang - LA Hacks

React Native, Google Maps API

- Built a mobile app to help users find optimal hangout spots along a travel route between two locations
- Implemented real-time mapping and location-based recommendations using **Google Maps API**

 <https://github.com/EricSeoungminKim>

 <https://www.linkedin.com/in/seoungmin-kim-400597222/>

 https://devpost.com/EricSeoungminKim?ref_content=user-portfolio&ref_feature=portfolio&ref_medium=global-nav