

# Henry Kim

Computer Science Major | Year 3

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## TECHNICAL SKILLS

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**Languages:** Java | C/C++ | HTML | CSS | JavaScript | TypeScript | React | Node.js | PHP | \*Python

**Tools/Environment:** Git/GitHub | IntelliJ | Visual Studio Code | MySQL

**Testing:** JUnit | GDB | TDD | Mocha | Chai

\* (currently acquiring)

## TECHNICAL PROJECTS

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### InsightUBC - Academic

01-04.2023

- Developed a full stack website using TypeScript and React to query files containing course and room information within UBC
- Utilized JSZip and parse5 to access files and parse data to recover wanted information
- Implemented a RESTful server to query parsed information based on user inputs and display desired data to the user
- Executed Test Driven Design for both black box and glass box testing using Mocha and Chai to develop a strong test suite
- Incorporated ESLint linter and Agile process with a partner for a cohesive and effective approach to project delivery
- Technologies: TypeScript, Node.js, REST, React, TDD, Mocha, Chai, ESLint

### Space Shooter Game - Personal

04.2023

- Built a fully interactive space invader shooter game in Python
- Utilized the PyGame library for developing a multimedia application for the gaming interface
- Implemented a simple control system, scoreboard, and screen effects to boost user experience
- Technologies: Python, PyGame

### Hotel Database Management System - Academic

04.2023

- Designed a hotel DBMS using PHP to manage all hotel properties and query hotel information based on user inputs
- Used SQL to implement multiple database tables and queries for filtering hotel data
- Managed data within Oracle database and utilized API requests to retrieve and update information
- Technologies: PHP, SQL, Oracle

### Food For Thought - Personal

03.2023

- Designed a web application using React to allow users to find new cooking recipes by searching specific foods
- Utilized a recipe-food-nutrition API to request and fetch recipe data onto the screen
- Implemented a parallax effect to enhance the user's 3D depth perception while scrolling through the application
- Technologies: React, API, React Bootstrap

## JavaFit - Academic

08.2022

- Built an application using Java that allows users to record workouts, set new fitness goals, and track macros to aid in health and fitness
- Utilized JSON persistence to load/save data for workouts, goals, and macros
- Implemented a complex graphical user interface using Swing to allow users to operate the application
- Technologies: Java, Swing, JUnit, JSON

## TECHNICAL EXTRACURRICULAR ACTIVITIES

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### UBC StudySpot

01.2023

*NwHacks 2023: Western Canada's largest hackathon*

- Developed a full stack website using React to allow students to browse and create reviews for study spots within UBC
- Constructed a NoSQL database using MongoDB Atlas to store and maintain information for study spots and their reviews
- Implemented a backend on Node.js which utilized a server to process and recover requested information to web users onto the frontend
- Designed a fully functional frontend using React Bootstrap which include features such as search bar with suggestions, addition of reviews, and rating system
- Technologies: React, Node.js, Express.js, MongoDB, NoSQL, React Bootstrap

### Around The World

11.2022

*HackCamp 2022: Western Canada's largest beginner-friendly hackathon*

- Developed a web application with React that allows users to explore new locations of the world and plan possible airline flights to those locations
- Utilized a flight data API to request and retrieve information that would be displayed on the interface
- Implemented a system that generated random locations to increase variety within the application
- Technologies: React, API

## OTHER EXPERIENCE

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### Instructor, PedalHeads – Como Lake, BC

07-08.2021

- Guided children on how to ride bikes properly and safely
- Managed groups of 5-12 campers and established a strong leadership role
- Collaborated and communicated with other instructors for effective teaching strategies

### Team Leader, Move 4 Mana – Port Coquitlam, BC

10.2019-06.2020

- Took initiative in organizing and preparing all activities to promote and boost point system to save children suffering from acute malnutrition in underdeveloped countries
- Managed activities, participants, and equipment during a fast-paced environment
- Lead and worked with a team when leading activities to raise communication and time management

### Volunteer, SFU Summer Camps – Burnaby, BC

07-08.2019

- Taught children basic programs and skills on the computer to stimulate critical thinking
- Developed leadership roles in class lessons and supported campers one-on-one
- Reinforced problem solving abilities when encountering issues between campers

## EDUCATION

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### University of British Columbia

*Expected graduation 05.2025*

Bachelor of Science • Computer Science Major (CS)