Jonathan Kim

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EDUCATION

University of Wisconsin-Madison, School of Letters and Science — May 2027

- **Bachelor of Science,** Majors in Computer Science and Data Science | GPA: 3.87/4.00
- Relevant Coursework: Data Structures and Algorithms, Object-Oriented Programming, Artificial Intelligence, Data Science Modeling, Linear Algebra, Discrete Math, Computer Engineering, Machine Organization and Programming, Advanced Statistics

EXPERIENCE

Software Engineer Intern — Direct Supply, Milwaukee, Wisconsin — May 2024 – Aug 2024, May 2025 – Aug 2025

- Contributed to core engineering workflows for enterprise web systems, deploying new features through automated CI/CD pipelines.
- Developed cross-platform mobile features in Kotlin and Swift, supporting critical communications for 50K+ active users.
- Built real-time data interfaces with React and RTK Query and improved SQL stored procedures, increasing throughput by 50%.
- Collaborated across product, QA, and DevOps to ship stable releases in fast-paced Agile sprints using Docker and Git.

Full Stack Engineer — Szczykutowicz Lab, University of Wisconsin-Madison — Oct 2023 – Present

- Engineered cloud-integrated databases with MySQL and AWS (EC2, RDS) to manage and process high-volume medical imaging data.
- Developed automation and optimization software in Python and MATLAB, improving protocol processing by over 50%.
- Built custom GUIs and backend tools for multi-disciplinary teams working on high-precision imaging workflows.
- Applied systems engineering skills to enhance software robustness and resilience in research-grade instrumentation environments.

Computer Programming Tutor — Code Ninjas, Madison, WI — Apr 2021 – Apr 2023

- Taught Python and JavaScript to over 100 students, emphasizing logic, debugging, and modular programming techniques.
- Developed custom lesson plans to simulate real-world engineering projects in a team-focused learning environment.

PROJECTS

Carpool Optimizer — Feb 2025 - Mar 2025

- Built a Python tool for route optimization and communication scheduling for UW Club Tennis, supporting 100+ users.
- Used Pandas and optimization algorithms to reduce mileage by 25% and travel time by 70%.
- Integrated Google Maps API and designed a CLI to visualize route efficiency metrics in real time.

Chess Assistant Analyzer Bot — Jun 2023 – Jul 2023

- Created an offline Python application to analyze 100K+ chess games; integrated statistical feedback and animated UI using Tkinter.
- Applied NumPy and Pandas for deep positional evaluation and trend analysis, improving user performance by 20%.

Team Game Development — Sep 2022 – Jun 2023

- Designed a Unity-based puzzle platformer in C# as project lead; implemented version control and Agile planning.
- Presented game architecture and design decisions at university engineering fair to over 100 attendees.

TECHNICAL SKILLS

Languages: Python, C, Java, JavaScript, C#, Kotlin, Swift, SQL, MATLAB, R
Systems/Tools: Linux, Git, Docker, AWS (EC2, RDS), Jupyter, MySQL
Frameworks: React, RTK Query, Unity, .NET
Concepts: CI/CD, Automation, Distributed Systems, Systems Integration, Agile, Performance Tuning

AWARDS

Wisconsin-Dairyland Programming Competition – *1st of 71 teams* (2023)
FBLA Nationals – *Computer Applications 5th (2023), Business Management 4th (2022)*
UW Club Tennis – National Champs 11th (2025), Colorado Classic 3rd (2024)
WI Academic Excellence Scholarship – State of Wisconsin (2023)