

Michael Kim

2A Computer Science at University of Waterloo

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Skills

- Languages: **JavaScript / ES6, C++, Python, Java, HTML, CSS, Sass**
- Tools: **Node.js, React, Redux, jQuery, Git, Bash, Firebase, Heroku**
- High proficiency in French (verbal + written) and Korean (verbal)

Work Experience

Yahoo! — Software Engineering Intern — Sunnyvale, CA

May 2017 - Aug 2017

- Implemented new front-end features and fixes for new desktop Yahoo Mail platform
- Created new mail module that displays important emails for users on Yahoo homepage
- Added opt-out survey when switching to old Mail version to collect user feedback
- Worked with test-driven and agile development to provide efficient and effective code
- **Technologies: React, Redux, Node.js, Mocha, Jest, Protractor, Jira**



Projects

MercuryWM —  wheel-org/mercurywm &  wheel-org/mercurywm-scripts

Aug 2017 - Present

A Chrome extension that transforms the new tab page into a multi-windowed terminal environment


- Refactored original jQuery code with React-Redux architecture
- Created virtual file system in JSON with commands for navigating and editing
- Developed API to write and run custom user modules to extend features
- **Technologies: React, Redux, Webpack, Chrome Extension**

Hestia —  /Hestia &  /hestia-apps (hestiaroom.herokuapp.com)

Feb 2017 - Present

A web app for developers to easily launch real-time multi-user web apps


- Utilizes "rooms" to create instances of web apps for specific groups of users
- Implemented API for client-server communication and player management
- Improved app runtime to reduce additional latency compared to standalone app down to 10 ms
- **Technologies: Node.js, Socket.io, Express, Heroku**

Wheel —  Google Play: Wheel - Expenses Tracker

May 2017 - Aug 2017

An expenses tracking Android app for splitting group costs

- Created back-end API which stores and retrieves user information using Firebase database
- **Technologies: Firebase, Node.js, Express**

Enlighten —  /Enlighten (enlighten-game.herokuapp.com)

Jul 2015 - Aug 2016

A collaborative multiplayer web game where players work together to navigate a hidden maze

- Reduced payload size and optimized canvas drawing to double gameplay speed
- **Technologies: Node.js, Socket.io, Express, Heroku**

Education

University of Waterloo — Candidate for Bachelor of Computer Science, Co-op

2016 - 2021

Interests

- Hobbies include rhythm games, composing music, solving Rubik's Cubes
- Interested in machine learning, compiler construction, game development