

# Michael Kim

2A Computer Science at University of Waterloo

🌐 [michaelkim.me](http://michaelkim.me)  
🐙 [github.com/LenKagamine](https://github.com/LenKagamine)  
🌐 [linkedin.ca/in/michaelkim314](https://linkedin.ca/in/michaelkim314)  
✉ [michaelkim314@gmail.com](mailto:michaelkim314@gmail.com)  
📁 [devpost.com/Avadonia314](https://devpost.com/Avadonia314)

## Skills

- Experienced in: **C++, JavaScript, Node.js, HTML, CSS, Git**
- Familiar with: **React, jQuery, Python, Java, Arduino, LaTeX**
- High proficiency in French (verbal + written) and Korean (verbal)
- Excellent collaborative skills and independent work ability developed through numerous projects
- Learns quickly through self-teaching and self-motivation

## Work Experience

**Yahoo!** — Software Engineering Intern — Sunnyvale, CA

May 2017 - Present

- Implemented new front-end features and fixes for new desktop Yahoo Mail platform
- Created upcoming mail module that displays important emails for users on Yahoo homepage
- Worked with test-driven and agile development to provide efficient and effective code
- **Technologies: React, Redux, Node.js, Mocha, Jest, Protractor, Jira**

## Projects

**Hestia** — /Hestia & /hestia-apps ([hestiaroom.herokuapp.com](http://hestiaroom.herokuapp.com))

Feb 2017 - Present

- Created web app for developers to easily launch multi-user and real-time web apps
- Utilizes "rooms" to create instances of web apps for specific groups of users
- **Technologies: Node.js, Socket.io, Express, Heroku**

**MercuryWM** — [wheel-org/mercurywm](http://wheel-org/mercurywm)

Aug 2017 - Present

- Created multi-windowed terminal environment for Chrome's new tab page
- Refactored original jQuery code with React-Redux architecture
- **Technologies: React, Redux, Webpack, Chrome Extension**

**Wheel** — (Google Play: Wheel - Expenses Tracker)

May 2017 - Present

- Built backend for Android expenses tracking app
- Created API which stores and retrieves user information using Firebase database
- **Technologies: Firebase, Node.js, Express**

**Enlighten** — /Enlighten ([enlighten-game.herokuapp.com](http://enlighten-game.herokuapp.com))

Jul 2015 - Aug 2016

- Created collaborative multiplayer web game in JavaScript
- 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

- President's Scholarship of Distinction (95%+ admissions average)
- Michael Egan Entrance Scholarship in Computer Science (academic merit)

## Interests

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