

# Minjun Kim

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## Summary

A 3rd year University of Toronto undergraduate student in the Software Engineering Stream of the co-op Computer Science Program. Dedicated to creating revolutionary software with experience in backend and full-stack web development adhering to OOP practices and SOLID principles.

## Skills

<b>Languages</b>	Java, C/C++, Python, JavaScript, HTML/CSS, SQL, Assembly, Haskell, LaTeX, Markdown.
<b>Tools/Frameworks</b>	Git, GitHub, Android Studio, Linux, Shell (Bash), JavaFX, React Native, Node.js, Matplotlib, Flask, JUnit, Mockito
<b>Databases</b>	Firebase, MongoDB, SQLite, MySQL, Microsoft SQL Server
<b>Principles</b>	Algorithms, Data Structures, OOP, Version Control, Agile, Jira, MVP, Parallel Programming, Concurrency

## Experience

### Teaching Assistant - Software Design CSCB07

Toronto, ON

University of Toronto

May 2023 - Present

- Conducted weekly tutorials to provide instruction and assistance to students in understanding class content, labs, and assessments.
- Automated the grading process by SQL queries to input and retrieve student grades and generate weekly performance graphs with Matplotlib.
- Assumed leadership responsibilities within the TA team, fostering effective communication between team members and the professor.
- Technical Skills:** Java, OOP, SOLID Principles, Design Patterns, SQL, SQLite, Python (Matplotlib), Slack, Canvas

## Projects

### ChatUofT

Feb 2023 - Present

JavaScript, Node.js, React Native, HTML/CSS, MongoDB, Postman, Expo

- Collaborated with a team of 3 frontend and 3 backend developers to develop a robust student communication platform, actively participating in daily scrum meetings to ensure efficient progress and effective collaboration on assigned user stories.
- Implemented a sophisticated graph search algorithm that recommends the most compatible individual to each user on a biweekly basis, leveraging similarities in course schedules and interests.
- Utilized Postman to write comprehensive functional and integration tests for API calls, ensuring the reliability and accuracy of the application's backend functionality.

### MIPS Assembly Platformer Game

March 2023 - April 2023

Assembly, Python

- Leveraged MIPS Assembly to develop a dynamic 2D GUI game taking keyboard input, featuring an engaging platformer gameplay experience.
- Employed Python scripting and the Pillow library to create a customized image-to-hexadecimal RGB value conversion tool, enabling seamless integration of graphical assets into the assembly code and effectively rendering playable graphics on the MIPS display.

### System Monitoring and FD Tables Tool

Feb 2023 - Mar 2023

C, Linux, Shell (Bash), Makefile

- Created a modular C program that monitors memory/cpu usage and running processes of the Operating System and displays corresponding graphical information and File Descriptor Tables.
- Achieved the execution of multiple concurrent system queries through forks and pipes while intercepting signals from standard input.
- Automated build and execution processes by utilizing shell scripting and Makefile, enhancing development efficiency.

### PrepWell - Course Planner App

Nov 2022 - Dec 2022

Java, Android Studio, FireBase, XML, Mockito, JUnit, Jira, MVP architecture

- Implemented complex DFS algorithms to generate optimized UofT course schedules, considering prerequisites and course offer times.
- Utilized Java, XML files, and Firebase on Android Studio to develop a feature-rich, full-stack application that offered seamless user authentication and efficient storage and retrieval of data.
- Integrated JUnit testing and Mockito to perform rigorous functionality tests and identify and address bugs and issues prior to the app's launch, ensuring a high-quality user experience.

## Education

### University of Toronto

Toronto, ON

Co-op Computer Science Specialist | Software Engineering Stream

Sept 2021 - Present

- University of Toronto Scholar Award - \$7500
- Courses:** Software Design, Software Tools and Systems Programming, Databases and Web Applications, Algorithms and Data Structures