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

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

- 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