PETER KIM

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EDUCATION

University of Michigan College of Engineering   **Graduation: May 2027**
Bachelor of Engineering in Computer Engineering   *Ann Arbor, MI*
Minor in Computer Science   *GPA: 4.00/4.00*

EXPERIENCE

OOTD – Fashion App Startup   **February 2025 – Present**
Co-Founder & Chief Marketing Officer   *Remote*
- Co-developed a React Native mobile app, assisting with feature planning, UI feedback, and beta testing
- Lead a cross-functional team of 5 to oversee and grow brand presence across Instagram, TikTok, and LinkedIn
- Scaled Instagram reaches from 0 to 200k+ views and 450+ followers in 6 months through strategic content planning and marketing campaigns ahead of app launch

Yazaki North America – Ford Business Unit   **May 2025 – August 2025**
Software Engineering Intern   *Canton, MI*
- Reduced engineering drawing review time by 88% (from ~128 hours to <16 hours) within the P800 Ford Program by developing an automated PDF markup tool using Python and OCR
- Achieved an estimated $44,000 cost savings per frame harness by correcting missing spot tapes in the P800 harnesses
- Deployed an intuitive automated markup application for engineering drawings streamlining quality checks

Plymouth District Library   **August 2023 – August 2024**
Software Engineering Intern   *Plymouth, MI*
- Managed lab equipment, including 3D printers, while assisting patrons with software such as Fusion 360.
- Developed a Problem Bank website, leveraging JavaScript to store data on Microsoft Excel**,** which streamlined the process for users to access and solve programming problems, resulting in improved user engagement and satisfaction.
- Contributed to the successful execution of library programs for the lab, enhancing community engagement.

PROJECTS

Engineering Capstone Project | GitHub | *C++, AutoCAD, Computer Vision, Arduino*   **May 2024**
- Developed an automated snowplow model capable of navigating a 3ft x 3ft area by programming and wiring an Arduino and designing a 3D-printed chassis.
- Detected April Tags with an 85% detection rate during optimal runs using a Raspberry Pi and camera.

Hand Gesture Race Car Game | GitHub | *PixiJS, Google MediaPipe, Express.js* | Hack Dearborn 3   **October 2024**
- Developed a race car simulation with gesture-based control via webcam, demonstrating skills in sensor data processing and real-time control relevant to embedded systems and automation.
- Achieved over 90% accuracy in hand gesture recognition using Google MediaPipe, optimizing data handling for responsive, low-latency control suitable for hardware applications.

3D Math Rendering Software | GitHub | *C++, SFML*   **April 2024**
- Created a 3D rendering tool using SFML to visualize complex mathematical functions, handling up to 9 billion points for high-precision engineering applications.
- Implemented dynamic camera controls using linear transformations to enhance data visualization and interactivity

ORGANIZATIONS

Filipino American Student Association at University of Michigan   *August 2025 – Present*
TechTapes - Founder of Nonprofit for Technology Accessibility   *January 2025 - Present*

SKILLS & ASSETS

Programming Languages: C & C++, Python, JavaScript, Java, MATLAB, HTML5/CSS3, VBA
Technical Skills: Digital Circuit Design, Microprocessor and Microcontroller Architecture, Design Release Engineering, ROS2, Git/GitHub, Raspberry Pi, Arduino, Combinatorial Logic, Memory and Data Storage Systems, AutoCAD

August 11th, 2025