

# PETER KIM

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## EDUCATION

### University of Michigan College of Engineering

Bachelor of Engineering in Computer Engineering, Minor in Computer Science

GPA: 4.00/4.00

Expected Graduation: May 2027

Ann Arbor, MI

Course Highlights: Electronic Circuits • Data Structures & Algorithms (C++) • FPGA/Logic Design • Discrete Mathematics • Multivariable and Vector Calculus • Differential Equations • Linear Algebra

Organizations: Filipino American Student Association • Korean American Student Association • Shift Creator Space

## 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 creating 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

- Created 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.
- Managed lab equipment, including 3D printers, while assisting patrons with software such as Fusion 360.
- Contributed to the successful execution of library programs for the lab, enhancing community engagement.

## PROJECTS

### Hand Gesture Race Car Game | [GitHub](https://github.com) | [PixiJS](https://pixijs.io), [Google MediaPipe](https://google.com/mediapipe), [Express.js](https://express.js) | Hack Dearborn 3

- Programmed 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.

### Engineering Capstone Project | [GitHub](https://github.com) | C++, AutoCAD, Computer Vision, Arduino

- 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.

### 3D Math Rendering Software | [GitHub](https://github.com) | C++, SFML

- 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

### Missile Pathfinding Simulation | [GitHub](https://github.com) | C++, SFML

- Programmed a missile pathfinding simulation using ray marching and pursuit curve algorithms
- Incorporated an efficient hit detection system with O(nh) time complexity using the Jarvis March method

## SKILLS & ASSETS

**Programming Languages:** C/C++, Python, JavaScript, Java, MATLAB, HTML5/CSS3, VBA

**Technical Skills:** Digital Circuit Design, Design Release Engineering, ROS2, Git/GitHub, Raspberry Pi, Arduino, Combinatorial Logic, Memory and Data Storage Systems, AutoCAD, Catia, Microsoft Excel