Raiden Jay Kim

Product/Content Developer

Personal Info
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Professional Summary

Detail-oriented product developer with four years of product development leadership experience.

Adept at designing product and content solutions in a fast-paced environment. Passionate in promoting new features in next generation software

Seeking to leverage product and content development leadership skills as a software engineer.

Skills

Programming:
HTML, CSS, Javascript
Node.js, React, Python, Matlab

Mechanical Software:
Creo, NX
Autodesk CFD, Ansys

Content Development:
SEO, Google Analytics
Camtasia, Premiere Pro
Word, Excel, Powerpoint

Certifications
Data Structures and Algorithms
Fundamentals of GD&T
Electrical Contact and Arc

EDUCATION

Georgia Institute of Technology

Bachelor of Science in Mechanical Engineering   *August 2014-May 2017(3 years)*

- GPA: 3.55
- Distinctions: Highest Honor, Dean's List

WORK EXPERIENCE

SIEMENS

Technical Marketing Portfolio Manager   *May 2022 – Present*

- Designed interactive webpages that served as landing pages for customers to enroll in trials of Siemens brand design/simulation software by utilizing HTML, CSS, and Javascript skills.
- Coordinated with web development team and marketing platform team to generate contents and determine layouts for software trial webpages.

Product Development Engineer   *February 2018 – May 2022*

- Experienced in leading energy product development in its entire product development cycle: brainstorming initial concept, designing and prototyping, supporting production with optimized processes, and developing solutions for end user problems.
- Developed a web application named Work Order Queue that visually displays availability of machines in a machine shop and pending work order requests for each machine. The application also communicates approximate lead time for work orders, reducing down time for machines and facilitating the overall product development process.
- Led a development project of a new invention and expedited development time by 8 months from an 18-month development time frame.
- Inventor of two granted patents and three pending patents regarding product design innovations.

PROJECT EXPERIENCE

Chess Game Development   *March 2022 - Present*

- Developed a two-player interactive chess game utilizing object-oriented programming with Python.
- Designed algorithms for each chess piece from a pawn to a king and implemented bug-free check and checkmate conditions.
- Currently working on implementing an intelligent A.I. for the game.

Webpage and Application Design   *May 2020 - Present*

- Designed user-interactive and responsive websites and apps utilizing front-end web development skills with HTML, CSS, and Javascript.
- Deployed numerous inspiring images and keywords in creative ways.
- Link to Portfolio: https://raiden3070.github.io/raiden_kim_portfolio/

Scheduler Web Application   January *2021 – March 2021*

- Designed a web application that assists in organizing day-to-day personal tasks into a schedule utilizing Node.js and React.
- Link to the web application: https://raiden3070.github.io/todolist/