

# SEAN KIM

## SOFTWARE DEVELOPER

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## EMPLOYMENT

**Defense Security Agency, U.S. Army Garrison Humphreys, South Korea, Mar. 2018 - Nov. 2019**  
*COMINT Analyst*

Developed a tool in Python to extract useful information from past data that is currently being used by the whole team of 20 analysts

**YuJa, Toronto, Jan. 2017 - Apr. 2017**  
*Software Developer Intern*

- Reimplemented media file upload to upload directly to Amazon S3 reducing load on server
- Led the development of new features in YuJa media selector extension within four different Learning Management Systems with thousands of active student users
- Improved search function and implemented filters within the media selector extension
- Designed and implemented folder structure using the tree to allow users to browse through the folders
- Improved great part of the UI within the main portal

**ICF Olson Canada, Toronto, May 2016 - Aug. 2016**  
*Software Developer Intern*

- Implemented Swagger UI to team's existing Spring MVC project for better documentation of the API endpoints
- Added role based basic authentication Spring Security to Swagger UI
- Wrote a database change log file in SQL script to create new roles and permissions
- Fixed CSS and added features such as language selection popup box to an existing website through WordPress

## PROJECTS

**Goondae** Jan. 2019 - Oct. 2019

Built a full-stack webapp with React.js and Node.js with 1,000 weekly visits. This project began as a simple calculator to help fellow soldiers, that grew to a bigger project to be used by soldiers to more efficiently schedule their leaves from all over the country.

**Exam Schedule Finder** Sept. 2016

- Created Java Spring MVC project to help students find their exam details more easily
- Retrieved input from JSP to use as parameters and making a RESTful call from Java
- Used University of Waterloo API-Documentation

**aRive | EngHack** June 2016

- Using Google's Geocoding API and TTC Real-Time API, created a Java Spring project in a team of 4
- Created an algorithm to calculate the distance between the current location and the final destination
- Used Twilio to send text messages when the user is close to the final destination

**Falling Through The Walls** Nov. 2015 - Jan. 2016

- Developed iOS game on Xcode using Swift SpriteKit
- Used the physics from SpriteKit to detect collisions of the character and the walls
- Implemented random generation of obstacles for a different experience every game

## EDUCATION

**University of Waterloo**  
B. Eng Computer Engineering 2022

Relevant Coursework:

- ECE 254: Operating Systems
- ECE 250: Algorithms and Data Structures
- ECE 150: Introduction to Programming and C++

## SKILLS

**LANGUAGES / FRAMEWORKS:** Java, JavaScript, C++, Bash, SQL, React.js

**TECHNOLOGIES:** Git, MySQL, Unity, Matlab