

Siyoung Kim

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EDUCATION

Georgia Institute of Technology

Bachelor of Science in Computer Science

GPA: 3.86

Relevant Courses: Computer Graphics, Game Development, Objects and Design, Data Structures and Algorithms, Machine Learning, Linear Algebra.

Atlanta, GA

Aug 2021 – Dec 2024

EXPERIENCE

Software Development Engineer Intern

AWS

May 2024 – Aug 2024

Arlington, VA

- Built an accessibility testing Chrome extension to surface UI defects missed by automated checks, improving coverage of common WCAG issues.
- Prototyped the Chrome extension UI in Canva and iterated on the design based on team feedback before implementation in React.
- Implemented dynamic UI rendering by syncing user input across the extension, frontend, and backend services.
- Automated React page generation and navigation from JSON configuration, reducing friction when adding or updating UI flows.

Software Engineering Intern

Erie Insurance Group

May 2023 – Aug 2023

Erie, PA

- Migrated legacy AngularJS interfaces to React, improving responsiveness, UX consistency, and long-term maintainability.
- Wrote 100+ Jest unit tests to validate component rendering and prevent UI regressions.
- Collaborated with designers and engineers to modernize shared UI patterns across multiple internal web pages.

PROJECTS

Artwork Discovery Platform - Alter Alley | *Next.js, React, Firebase, Tailwind*

Dec 2025 – Present

- Built a responsive, component-driven UI for discovering custom Magic: The Gathering card artwork.
- Designed reusable Tailwind-based components to ensure visual consistency across pages.
- Implemented client-side authentication flows using Firebase and Google Auth.
- Optimized client-side rendering to support smooth browsing of large image collections and grids.

Data Visualization Website | *HTML, React, Firebase*

Apr 2022 – Dec 2023

- Designed custom pagination and data visualization components to display large result sets without degrading UI performance.
- Built interactive UI components to support filtering and searching across datasets.

CREATIVE PROJECTS & LEADERSHIP

3D Animated Short Film “New Home” | *Autodesk Maya*

2024

- Produced a short 3D animated film in Maya, owning modeling, animation, lighting, and rendering end-to-end.
- Iterated on narrative flow and visual composition based on professor and peer feedback, improving clarity and engagement across revisions.

Secretary

Georgia Tech Art Club

Aug 2021 – Dec 2024

Atlanta, GA

- Organized and promoted club meetings and events, improving member engagement and participation.
- Collaborated with student artists across disciplines to coordinate workshops and drawathons.

TECHNICAL SKILLS

Frontend: TypeScript, JavaScript, React, Next.js, HTML/CSS, Tailwind, SASS

Testing: Jest

Backend (Basic): Firebase, SQL

Developer Tools: Git, VS Code, Chrome DevTools, Docker

Libraries: React, Chrome API, JQuery