Younkyu (Daniel) Kim

Software Engineer

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Education

Bachelor of Science in Computer Science & Software Engineering
University of Washington
Seattle/Bothell, WA, September 2019 - December 2022
Minor in Informatics

Skills

Tools: Java, C++, R, C#, Python, HTML, CSS, SQL, JavaScript, Visual Studio, Unity, Figma, SQLite3, RESTful API, MongoDB, Node.js, React.js, Git, FastAPI, Typescript, Angular

Work Experiences

Software Engineer Intern
Aeyesafe
Seattle, WA, June 20, 2022 - Present

- Implement different API tests through Node.js for a B2C product created to support vulnerable populations using different JavaScript test frameworks like mocha.js and chai.js
- Work with different back-end data management systems like MongoDB in an MVC software architecture
- Create array of reusable front-end scripts and components for other developers to use for web development
- Develop UI/UX designs for a web application using React.js, HTML, CSS, and JavaScript following the Figma model
- Apply and connect back-end database to the front-end web page display by calling the API call through Node.js
- Conduct field testing for the company's physical device to collect data and test its features.
- Develop back-end python logic to create RESTful API using web framework like Fast API and integrate MongoDB

Game App Developer Intern
Berkeley Pharma Tech
Berkeley, CA, August 25, 2021 - December 17, 2021

- Develop software applications in a remote environment for the purpose of building a game
- Work in a self-driven development cycle on assigned parts of application
- Collaborate with other Game App Developers to converge different ideas into one program
- Program software applications using different programming languages (C# and HTML)
- Utilized many online services and tools like Unity, Squarespace, PlayFab, and Photon for problem solving
- Incorporated cloud computing systems (AWS) in projects to widen the scope of potential users

Product Research Intern
Voodle Inc.
Seattle, WA, August 2, 2021 - October 10, 2021

- Gather and lead a team of testers by organized prompts, directions, and instructions
- Test variety of functions and features of supported mobile application from the company
- Observe and analyze any imperfections and strengths of versions of software
- Deliberate potential improvements and future additions for software and/or design
- Collect and conduct thorough analysis on data regarding performance

Projects

Wordle Clone - Autumn 2022
Create a replica of the popular web game 'Wordle.' Self-taught and used Angular, a Typescript-based web application framework, to develop the web development project. CSS development for replicating most of the original UI/UX design and animate components. Integration of algorithm for main gameplay. Programmed reusable components for efficient/clean coding practices. https://younkyu.github.io/Wordle/

GutenDext - Spring 2022
Type speed test web application that uses copyright-free eBooks from GutenBerg Project. Incorporated front-end user interface web development, back-end data management/application logic, RESTful web API fetches and web scraping. Demonstrated fundamental knowledge on basic full-stack development. Workaround solution for restriction of automated tools on GutenBerg.org.

Crane TicTacToe - Autumn 2021
Collectively designed a tic-tac-toe game that requires users to control and interact with a 3D modeled game objects. Used primarily C# in Unity to program the application. Demonstrated knowledge of scene hierarchy, 3D shaders, pivotal rotation calculation, 3D transformation, and vectors.

Lecture Board Game - Spring 2022
Developed a virtual board game using the Augmented Space Library in Unity to build an multi-user application with online connectivity. Used C# to manage internal data structures by encoding and decoding float arrays. Set up intuitive user interface using Unity scene hierarchy and game object manipulation in a 3D space.