

ALICE KIM

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TECHNICAL SKILLS

Programming Java, JavaScript, Python, C++
Other Git, AWS, Unity, Docker, MySQL

Mobile React Native, Expo, Flutter
Web Node.js, Express.js, React, Vue, Angular, GraphQL

EDUCATION

University of British Columbia • BSc. of Computer Science • GPA 4.2/4.33 Expected Grad of Dec 2021

- Faculty of Science International Student Scholarship 2016, 2017
- Trek Excellence Scholarship for International Students 2016
- Chancellor's Scholar Award 2015
- **Relevant courses:** Data Structure and Algorithm, Internet Computing, Machine Learning and Data Mining, Advanced Operating Systems, Parallel Computation, Software Engineering Project, Industry Skills in Academia!

EXPERIENCE

Software Developer Intern • SAP Concur 09/2019 – 04/2020

- Enhanced core components of credit card registration workflow in **React** to deliver better user experience
- Used **GraphQL** to query credit card types to help simplifying clients' registration process which is expected to impact **46.5** million end users worldwide
- Crafted **Helm** charts to build, test, and deploy application using **Docker** and **Kubernetes** on **AWS** as part of CI/CD pipeline

Quality Assurance Intern • UBC IT Web Services 01/2018 – 08/2018

- Implemented custom Drupal modules such as image collage or parking availability status dashboard in **JavaScript**
- Built script for automated regression tests using **Selenium** managing **50+** websites to save approx. **10** minutes per site

Teaching Assistant • UBC Department of Computer Science 07/2017 – Present

- Aided students with the Software Construction (CPSC 210) in **Java** and the Software Engineering (CPSC 310) in **TypeScript**
- Led office hours and weekly labs **8 hours/week** to help **30+** students with asynchronous programming, working with **Git**, and unit testing using **JUnit**, **Mocha** and **Chai** library

PROJECTS

pik • Personal project • [akhl.me](#) 08/2020

- Built a social media platform that provides a summary based on image analysis via **Google Cloud Vision API**
- Implemented core components in **React** and stored user and associated image data on **Redux** fetched from **MongoDB**
- Stored images uploaded by user in **AWS S3** and handled authentication using **Google OAuth 2.0** deployed via **Heroku**
- Enhanced image loading by **82%** after implementing lazy loading using image resizing to serve **150+** photos

Tetris: Find the Gem • Global Game Jam Vancouver • [bit.ly/_Tetris](#) 01/2020

- Built a Tetris game in **Unity** with a stage mode where user must find and clear gems to advance to the next level
- Implemented core features of the modern Tetris series: scoring system, preview of the next block, ghost and hard drop in **C#**

Interview Scheduling System • Academic project • [bit.ly/op319](#) 09/2019 – 12/2019

- Built a **React** web app that provides user with the list of potential interview slots given a list of participants
- Worked closely with senior developers at Galvanize to scope and document requirements based on project proposal
- Used Microsoft Graph API to access scheduled events on Microsoft Outlook utilizing **Node** and **Express**

Go Doggy • VanHacks 2019, 1st Place 09/2019

- Built a **React Native** app to connect volunteers and local animal shelters to promote dog walking program
- Used Apple Maps API to display locations of nearby local animal shelters

COMMUNITY INVOLVEMENT

Developer • UBC LaunchPad, student club • [ubclaunchpad.com](#) 09/2020 – Present

- Worked as a group of 12 to build a **React** web app to enhance user experience as a UBC student during course registration

External Developer • nwPlus, student club • [nwplus.io](#) 05/2020 – Present

- Built 3 sites in **Vue.js** to promote hackathon events deployed via **AWS** with data fetched from **Google Firebase**