ALICIA MIRA KIM

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SKILLS & TECHNOLOGIES

- **CODE** JavaScript, Python, JavaScript, Flask, SQLAlchemy, Alembic, Psycopg, Express, Sequelize, PostgreSQL, SQL, React, Redux, HTML, CSS, SASS, SMACSS, Pug, Jinja2, Django, Git, AJAX, Docker, Regex, Pytest, Unittest, Mocha
- **DESIGN** Adobe Suite (Photoshop, Illustrator, InDesign, AfterEffects), Rhino3D, 3D Maya, Blender, Audacity

PROJECTS

Persistamp | *(JavaScript, Python, React, Redux, Flask, SQLAlchemy, PostgreSQL, CSS, Docker)*   **live** | **github**
Productivity app to help build and track good habits.

- Continually refactored throughout the development process to build reusable components and implement useReducer hooks to more efficiently handle increasingly complex states.
- Designed and implemented a 'rewards system' UI to enable users to employ the popular psychological productivity strategy of 'setting a reward for one's self' in a tangible, lasting way, providing unique value and good synergy with the habit-tracking system feature.
- Exercised great attention to detail through improving UX/UI in easily-neglected features like: reducing user friction for form fill-outs by customizing useful default values to minimize user-required decision-making, visual indicators for restrictions such as character limit, hover feedback, and CSS-built visually intuitive color- and icon-pickers.

The Chronicles | *(JavaScript, Python, React, Redux, Flask, SQLAlchemy, PostgreSQL, SASS, Docker)*   **live** | **github**
Text-adventure-game platform, where users can make or play user-generated games.

- Built flexible, reusable components that allows users to create, edit, and delete 'creations' of different categories (i.e. characters, places, game conditions), allowing for modular and expandable design choices.
- Customized a lightweight React diagram API to allow users to view and create their branching story game with a visual drag-and-drop flowchart GUI in addition to alternatives like conventional fill-out forms.

NPSeed | *(JavaScript, React, Redux, Express, Sequelize, CSS)*   **live** | **github**
Random character generator app with customizable settings and weighted randomization.

- Constructed custom weighted-randomization system focused on providing more 'natural, internally consistent results' via a system of related categories.
- Integrated backend as a second API for a project with related creative-writing-tool themes.

The Far Rings | *(Photoshop, Illustrator, AfterEffects, Procreate, RenPy, Audacity)*   **live** | **steam**
Story game with branching paths for desktop.

- Coordinated communications in-person and remotely with musicians, artist, coder, writers, and voice actors.
- Filled the gaps in a volunteer-based pipeline to push the project to official launch, including: marketer, web designer, writer, editor, developer, sound editor, artist, colorist, communications manager, producer.

EXPERIENCE

CAD & Web Consultant | *Optical Scientific, Inc.*   2018 - July 2020

- Updated CAD models and instructions in assembly manuals for weather sensors using Rhino3D.
- Updated marketing materials for online and magazine catalog ads for company products.

Online English Tutor (ESL) | *VIPKid*   Nov 2017 - July 2020

- Provided regular feedback to students with a consistent personal format for highlighting weak and strong points, trends over time, and recommendations for parents based on personal judgment.
- Taught English remotely with students one-on-one by employing a range of techniques and tools, such as body language, drawing, and a strong focus on comprehension-demonstration tasks and student-majority speaking time.

English Teacher (South Korea, ESL) | *EPIK (English Program In Korea)*   Jan 2014 - Dec 2016

- Researched, customized, and designed curriculum materials and activities for use with highly variable class sizes, skill levels, and interest.

EDUCATION

AppAcademy - *Full-stack Software Engineering Bootcamp* July-Dec 2020
Towson University - *Bachelor's Degree, General Design, 2011-2013*
Frederick Community College - *Associate's Degree, 2009-2011*