Aiden Minjun Kim

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EDUCATION

University of Michigan, Ann Arbor, MI   Expected Spring 2026
GPA 3.75/4.00
Pursuing B.S. in Computer Science from the College of Literature, Science, and Arts
Relevant Coursework: Linear Algebra, Data Structures and Algorithms, Discrete Mathematics

Okemos High School, Okemos, MI   June 2022
GPA 4.45 Weighted, ACT 36
National Honor Society

EXPERIENCE

Okemos Key Club, Okemos, MI   August 2018 - June 2022
Member, Secretary (20-21), Vice President (21-22)
- Managed club email, directed club officers, and organized 13 volunteering events in the local area
- Advertised and networked within school resulting in a 270% membership increase
- Created and managed Google spreadsheets of member information, club data, and event data

Boston University Research in Science & Engineering Program, Virtual   July 2021
- Researched the effects of opioid agonist treatment on opioid-addicted neurons
- Used Python and NEURON to simulate the behavior of a pyramidal neuron affected by opiates
- Results supported the current use of opioid agonists to treat opiate withdrawal symptoms

Greater Lansing Food Bank, East Lansing, MI   June 2021 - August 2021
Volunteer
- Distributed food in three different locations to those in need during the COVID-19 pandemic
- Unpackaged and loaded food items while tracking and updating ration amounts throughout day

Sparrow Hospital, Lansing, MI   October 2019 - March 2020
Patient Escort
- Transported discharged patients in wheelchairs to hospital exit based on staff requests
- Learned hospital protocols, location codes, and layout to complete requests in a timely matter
- Reliably and efficiently communicated in a fast-paced environment with nurses and doctors

PROJECTS

Portfolio Website (amjkim99.github.io)   January 2024
- Portfolio website hosted using Github pages, created with HTML, CSS, and JavaScript
- Automatic contact form using the Formspree API

Minesweeper (github.com/amjkim99/raylib-minesweeper)   October 2023
- Object-oriented Minesweeper game created with C++ and Raylib graphics library
- Features first-click protection and recursive tile clearing

Snake (github.com/amjkim99/raylib-snake)   October 2023
- Object-oriented Snake game created with C++ and Raylib graphics library

SKILLS

- Languages: C++, Python, JavaScript, HTML, CSS
- Fluent in English and Korean
- Familiar with Git, Premake, REST API, Virtualbox, Windows OS, Linux
- Skilled with Visual Studio Code, Google Docs Editors, Microsoft Office Software, Photoshop