

Andrew Kim

andrewkimsvhs@gmail.com | [LinkedIn](#) | [Portfolio](#) | [GitHub](#)

Experience

Mobile Application Development: NewsRadar | [Link](#) | Fall 2023 | Kotlin, User Experience

- A customizable and keyword based news app was created utilizing Kotlin.
- Co-Lead and was the designer of News Radar that used Wireframes to convey ideas/designs to the other members in the group.
- Utilized an AGILE Methodology to manage the project by having daily scrums and utilizing user stories and sprints.
- Focused on the UX of the app by doing usability testing and a/b testing.

Software Engineering: SyncSchedule | [Link](#) | Spring 2023 | HTML, CSS, JavaScript, User Experience

- Developed a web application with HTML, CSS, JavaScript, and React, primarily responsible for front-end design and layout.
- Connected the backend to MongoDB using Node.js; implemented chat system using Stream API.
- Utilized Heuristic Evaluation as well as usability testing to improve the information architecture based on feedback from tests.

GAME DEVELOPMENT CLUB: WII PLAY TANKS | [Link](#) | Spring 2022 | C# AND UNITY

- Collaborated with a team of students to recreate the Wii Play Tanks game for PC using C#.
- Responsible for implementing bullet movement mechanics.
- Successfully developed a near 1:1 replica of the game environment, including precise object placements for players and enemies. This involved setting up the entire game environment to match the original.
- Gained valuable experience with GitHub for version control and enhanced teamwork skills through collaborative development.

SOFTWARE ENGINEERING ASSOCIATION (SEA): WEB DEVELOPMENT Spring 2022

- Led web development efforts and instructed peers on setting up and connecting to the CPP server.
- Taught students how to deploy HTML documents and make them accessible online.
- Enhanced students' understanding of web hosting and server management.

SWIFT CLUB: HIVESTORM | WINDOWS OS | Fall 2022

- Participated in Hivestorm with 3 other group members within SWIFT. Hivestorm is a cyber defense competition, where my team was tasked to secure Windows and Linux-based virtual machines.
- Was responsible for keeping all the virtual machines up to date, looking for malware and successfully removing them, as well as removing all unauthorized users and changing the type of authority to some users.

EDUCATION

California State Polytechnic University, Pomona | AUG 2018 - DEC 2023 | Bachelor of Science in Computer Science

LA Tech IT Career Academy Powered by Microsoft | AUG 2023 – DEC 2023

This academy is dedicated to delivering comprehensive training in the fields of Cybersecurity and IT. Our curriculum covers a wide range of subjects, including the development of tech resilience, IT help desk and systems administration, as well as introductory courses in Cybersecurity and essential security fundamentals.

Certifications

UX Foundations: Storytelling, Sarah Weise | Winter 2023

- Learned to apply storytelling principles to UX design with Sarah Weise, focusing on creating engaging, user-centered experiences that improve engagement and boost sales.

Aha! Product Management Professional Certificate | Spring 2024

- Explored the foundations of product management. Learned how to build product roadmap.

Graphic Design - Level 2 - UI/UX and Web Design (Certificate T0953) – In Progress

- Developing expertise in UI/UX, responsive design, and web development for desktop and mobile devices.
- Gaining hands-on experience with industry-standard tools and programming for both client- and server-side development.

Skills

- **Languages:** C#, Unity, HTML, CSS, JavaScript, Python, React
- **Tools:** GitHub, GitHub pages, Excel, Adobe Creative Suite, Photoshop, Figma, Premier
- **Technical Skills:** Game Development, Web Development, Android App development, UX/UI