

Andrew Kim

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SKILLS

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

EDUCATION

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

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.

PROJECTS

Stock and Finance Tracker | Google Sheets | Fall 2024

- Created a live stock tracker using Google Sheets' `GOOGLEFINANCE()` function to monitor real-time price updates and trends.
- Designed automated timesheets in Google Sheets to manage team hours and track payment statuses efficiently.
- Built a lightweight subscription tracker to log client payments, renewal dates, and overall account status.

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 nearly 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.

INTERNSHIP

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

- Participated in a career readiness program focused on IT Help Desk, System Administration, and Cybersecurity.
- Spearheaded solutions to technical challenges, designing and implementing operating systems and servers using AWS.
- Created virtual machines tailored to user needs and project requirements.
- Set up basic networking configurations, security measures, and backup/recovery systems.