

Anthony Kim

Sophomore at UC Berkeley, Computer Science Major
1780 Le Roy Ave Berkeley, CA

Skills

- Object Oriented Programming, Data Structures, iOS Development (Front-End) and UI/UX
 - Proficient with Java, Python, Swift, and C.
 - Some experience in C++, SQL, Scheme, and HTML/CSS
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Experience

iOS Developer

Norae, Berkeley, CA

Dec 2016 - Mar 2017

Was part of a tech startup team, working as an iOS developer focused on iPhone camera technology, front-end, and UI/UX design. Also worked with iTunes API, Instagram API, and Facebook SDK.

Lab Assistant

CS61A, UC Berkeley

Jan 2016 - May 2016

Helped teach students fundamentals of object oriented programming, while also answering questions regarding homework, labs, and projects. Taught primarily in Python, but also included some Scheme and SQL.

Projects

PokeLocate

Aug 2016

Crowdsourced app complementary to Pokemon Go on iOS. Provides solution to initially faulty navigation system on original app by allowing users to post where they find Pokemon in the game and provide this information to other players. Worked on the front-end as Lead iOS Developer and also helped with design.

HurtAlert

Jun 2016

Web application that routed the safest path from a start location to a destination using algorithm based off of crime data in Berkeley. Also provided trends on criminal activity within the city using heat maps and graphs. Primarily worked on pull-requests, data aggregation, and maps API (Python). Won Code4Impact award at Angelhack in Silicon Valley.

Education

Bachelors of Art, Computer Science

University of California, Berkeley, 3.68 GPA

2015 - 2019 (Expected)

Related Courses

- Structure and Interpretation of Computer Programs (Python)
- Data Structures (Java)
- Discrete Math and Probability
- Great Ideas in Computer Architecture, Machine Structures (C)
- Linear Algebra
- Introduction to Artificial Intelligence
- Algorithms