Brendan Kim

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# Experience

**Mobile Developer** **April 2018-Present**

**Rakuten (Tokyo, JP)**

* Developed daily for large scale application following Agile/Kanban methodology (Over 1m users)
* Responsible for implementing new features, bug fixes, addressing user inquiries and performing investigations to further optimize the app
* Maintenance for application SDK used by other major client applications
* Quickly developed demo applications to showcase possible new features

**Coding Instructor** **Summer 2017**

**Coding with Kids (Seattle, WA)**

* Developed and implemented daily and unit lesson plans for elementary grade students, (2nd-4th grade)
* Administered projects and learning curriculum to evaluate student performance
* Assisted students in troubleshooting and debugging code through individualized teaching
* Fostered a classroom environment conducive to learning and promoting excellent student/teacher interaction

# Education

# University of Washington: BA in Computer Science and systems 2017

# Highline College: AA with an Emphasis on Computer Science 2014

# Projects

**Ontrack (Published on play store)**

* Android application used to keep track of the time spent on daily goals.
* Implemented productivity progress rating following an in-depth algorithm to calculate one’s productivity level.

**PicBackr (Personal)**

* Android project with functional register/login.
* Wrote backend server using Java and mySQL
* Allows the functionality of uploading and backing up device photos to “cloud” server.
* Retrieves photos from cloud and stores within device cache

**Tetris Magica** (**Course**)

* Tetris written in Java with custom UI, music, sound, difficulties, characters, etc.

# Skills & Abilities

* Test driven development (JUnit, Espresso)
* Agile/Scrum/Kanban methodology (Atlassian tools)
* Responsive design/UI/UX
* Software architecture and design (MVC, MVP, MVVM)
* Android design/frameworks (Kotlin, Dagger2, Retrofit, etc.)
* Automated deployment (Jenkins)
* Git version control