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Dong Hyun Kim
(Brian)

Technical Skills

Strong: JavaScript, jQuery, jQuery UI, React, HTML5, CSS3, API, AJAX, Bootstrap, Materialize Design, Git

Experienced: ES6, Redux, Python, Java, C++**,** PHP, Node.js, MySQL, UX/UI, Agile, Webpack

Software / Application: Visual Studio, NetBeans IDE, Spyder, Jupyter Notebook, Postman, Autodesk Maya, MeisterTask, Chrome DevTools, Amazon Web Services, Photoshop

Applications Developed

The CubeTube   live | GitHub

- **Content management application** allowing **anonymous** YouTube subscription tracking and management
- As the **lead front-end developer**, guided a team of five front-end developers to build **responsive UI** and to integrate critical features required for **MVP** (minimum viable product)
- Utilized **jQuery** to update the DOM and **Bootstrap** to build **mobile responsive** UI
- Collaborated with back-end developer to integrate **RESTful API** connected to **MySQL** database using **AJAX** calls
- Integrated **YouTube API** using AJAX requests to for client-side YouTube channel data fetching
- Designed **UI testing** methods used to collect user interaction data for improving application **UX/UI**
- Applied **Agile** methodology by maintaining swim-lanes in Meistertask, that fell into weekly sprints, and utilized daily stand-ups to stay on track

Overwatch Arcade   live | GitHub

- A two-player, turn-based game integrating Blizzard's Overwatch theme
- Developed with **jQuery** for DOM manipulation in addition to using **Bootstrap** for responsive design
- Utilized **OOP (Object-Oriented Programming)** and **MVC (Model-view-controller)** for building reusable and easily maintainable code base

Tic Tac Duck Hunt   live | GitHub

- A tic-tac-toe game, incorporating the classic NES Duck Hunt theme and functionality, created during a two-day hackathon competition
- Served as the **project lead** for a team of three developers
- Drafted initial wireframe and design for the application in addition to using **HTML5**, **CSS3**, and **Bootstrap** to translate the design on the DOM
- Used **JavaScript**/**jQuery** for writing base game logic and for dynamic DOM manipulation

Work Experience

UCLA Health – Dept. of Neurosurgery | Programmer Intern (unpaid) | 2017 –2017

- Assisted in 3D modeling using Maya and Unity to be used for research in the department of neurosurgery

UCLA Health | Care Extender Intern | 2016 –2017

- Shadowed nurses and doctors, providing assistance in health care procedures when necessary

ASUCLA | Computer Operations Manager Assistant | 2015 –2016

- Tested fixes and changes to ensure technical problem resolution
- Updated, modified, and repaired Windows XP, 7, and 8 OS

Education

University of California, Los Angeles | Bachelor of Arts in Psychology

        Relevant courses: C++, Python, Java

LearningFuze | Accelerated Web Development Program