# BRIAN Y. KIM

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<u>Objective:</u> To enjoy, contribute to, and create innovative technologies while helping as many people as I can.

## Work Experience

**Software Engineer II - Full Stack Engineer**

GoFundMe                                                                                        Feb 2016 - Present
- Pioneered and architected internationalization, automated translation pipeline, and localization infrastructure to allow website and payment processors to scale to 20+ countries and 10+ languages in less than a year.
- Data engineered experiments to boost social shares over 20%, leading to $5 million growth in monthly donations.
- Led numerous self-initiated projects to launch such as the GoFundMe widget and partner integrations
- Created microservices from scratch for new architecture to power mobile social network features, including relationship service managing 100+ million rows

**Software Engineering Intern and KPCB Fellow/Catalyst**

Coursera Growth Team / Kleiner Perkins Caufield and Byers                    June 2015 - August 2015
- Revamped Search UX (www.coursera.org/courses) that led to near 10% increase in learner enrollments
- Implemented mobile deep linking in popular pages and integrated Google Tag Manager into marketing campaigns
- Interacted with KPCB venture capitalists and portfolio company execs to amplify university relations and source startups

**Google Engineering Intern**

Contextual Voice Search Team                                                        May 2014 – August 2014
- Worked with Natural Language Processing framework to write custom grammars to trigger specific non-search actions based on user queries
- Designed and implemented a new search result return system for contextual queries with 40% of previous latency (2.5x speed increase).

**Researcher**

University of Southern California – Interaction Lab                              September 2013 - May 2015
- Conducted experiments and designed algorithms to improve behavioral decision making for social robotics
- Extracted patterns from data to forms social norm patterns from eye-gaze, voice pitch, and Kinect motion sensors

**Software Engineer Intern**

OneScreen – Tech Startup based in Irvine, CA                                                    Summer 2013
- Designed the architecture for/built the company's developers and API documentation site using Jekyll
- Programmed customized plugins to instantly turn code comments into web documentation
- Experimented with graph databases to apply machine learning algorithms on company data

**Research Assistant**

Caltech Nanofabrication/Physics Group, California Institute of Technology                       Summer 2011
- Fabricated and designed semiconductor devices and integrated circuits from scratch using photolithography while experimenting in etching optimal gold contact patterns
- Collaborated with professors and graduate students to create a novel, affordable device to perform Polymerase Chain Reaction for faster, more accurate diagnoses for use in lesser developed regions
- Helped program the smartphone app to control the device

<u>Education</u>

B.S. Computer Engineering/Computer Science                                                     GPA 3.9
University of Southern California – Presidential and Gregory Scholar                  Dec 2015


Troy High School, Fullerton, CA, IB Diploma                                        GPA 4.7, SAT: 2380

<u>Skills</u>

 Technology Skills: Python/Django, Javascript (Node/React/Redux), C++, PHP, Amazon AWS, Docker, Product Design/Management, GraphQL, ROS, Arduino, Neo4j, Deep Learning
 Mile time: 5:10

<u>Achievements</u>

 CalHacks Top 10 Hack, Most Fun Hack, and Major League Hacking Best Myo Hack Winner for dual Myo armband augmented, real life Street Fighter
 Google LA Video Hackathon 2013: Best Overall App/Wow Factor Winner, Team Captain and Founder (TVUS)
 Presidential Award for Community Service

<u>Organizational Affiliations</u>

YCore                                                                                     Nonprofit Project Fellow
DevBootCamp                                                                                       Guest Lecturer
USC Code The Change                                                                        Engineering Manager
ACM-Intercollegiate Programming Competition                                      USC Team Representative


<u>Leadership</u>

**Code The Change** (www.ctc-usc.org)
Product / Engineering Manager                                                          Jan 2015 - Dec 2015
  - Partner development teams with nonprofits to build technology such as web apps to help them scale their impact
  - Manage infrastructure and help team execute tasks while scaling team and recruiting new members
  - Interface with clients and help deliver product by semester's end. Previous work (www.collegeknowledgela.org)


**HackSC** Large-scale West Coast Hackathon - www.hacksc.com                          March/November 2014
Founder/Head Organizer
  - Planned and executed overall vision for increased diversity, open collaboration, and mentorship for 750+ hackers
  - Headed logistics management that worked with the University
  - Helped secure over $75,000 total in fundraising from sponsors


**FIRST Robotics**                                                                   March 2010 – June 2012
Founder/President/Captain of Troy High School FIRST Robotics Competition Team 3952
Captain/Programming Head of FIRST Tech Challenge Team 542 at Whitney High School
        - Won World Championship Judge's Award and multiple regional championships.