SAMUEL KIM

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Education

The University of British Columbia   Sep. 2020 – May 2025
Bachelor of Combined Major in Science (Computer Science)   *Vancouver, BC*

Technical Skills

Languages: Python, Java, C++, HTML/CSS, JavaScript, PHP, SQL

Developer Tools: VS Code, IntelliJ, Google Cloud Platform, Datagrip, WordPress, Oracle, Git, Docker

Technologies/Frameworks: Linux, GitHub, JUnit, Spring Boot, MongoDB, React, Django, Flask

Projects

FoodTalk | *PHP, CSS, HTML, SQL, Oracle*   November 2023
- Collaborated in a team to engineer 'Food Talk', a dynamic social platform tailored for local food enthusiasts, emphasizing an interactive user experience.
- Implemented core features including user authentication, post creation, commenting, and profile management.
- Conducted database optimization using SQL, focusing on efficient data storage and swift retrieval processes.
- Designed and developed responsive user interfaces while maintaining comprehensive documentation of project milestones and technical decisions.

Personal Finance App | *Java Spring Boot, React, MongoDB, PlaidAPI*   October 2023
- Developed a full-stack finance application with MongoDB database integration and third-party services like Plaid.
- Implemented RESTful APIs for user management processes such as registration, login, and logout.
- Devised CRUD operations for transaction and account management, enhancing the application's functionality and user interaction.
- Utilized Spring Boot for the backend, ensuring a scalable and robust application architecture.

AllTheRecipe Grabber | *Python, Flask, HTML, CSS, JavaScript*   August 2023
- Engineered a recipe search application with real-time data scraping from AllRecipes.com, showing skills in Python, Flask, and web scraping.
- Employed Docker for backend containerization, ensuring scalability and consistent deployment strategies.
- Developed a user-friendly interface and efficient backend processes, offering a comprehensive and seamless recipe searching experience.

Maplestory Cubing Simulator | *Java, IntelliJ, Java Swing, JUnit*   December 2022
- Developed a Java-based simulation application replicating the cubing process from the MMORPG, Maplestory.
- Implemented CRUD operations with JSON persistence, allowing users to manage equipment data and simulate cube enhancements.
- Designed an event logging system to track user actions, enhancing the user experience and providing an audit trail of equipment enhancements.
- Implemented JUnit testing to ensure robust and error-free functionality

Relevant Coursework

- Data Structures
- Software Construction
- Program Design
- Models of Computation
- Applied Machine Learning
- Relational Database
- Systems Programming
- Computer Architecture

Volunteer / Extracurricular

Humanitarian Aid Trip   Spring 2019
Volunteer   *Pacific Academy*
- Prepared activities and lessons for students in Limpopo, South Africa.
- Painted the school and hosted daily activities for the children.
- Prepared weeks in advance before the trip and practiced independence and responsibility throughout.