Daniel Kim

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EDUCATION

Yale University, New Haven, CT

Aug 2020 – Present

Bachelor of Science in Computer Science and Economics

Unweighted GPA: 3.93/4.00

Relevant Coursework: Data Structures and Programming Techniques, Systems Programming and Computer Organization, Artificial Intelligence, Vector Calculus and Linear Algebra

Bergen County Academies, Hackensack, NJ

Sept 2016 – June 2020

Academy for Technology & Computer Science

Unweighted GPA: 3.99/4.00

Awards and Honors: USA Computing Olympiad Gold Division, American Computer Science League – 1st in New Jersey & 2nd in 2020 Finals, 4-time AIME Qualifier (highest score of 10) via top 2.5%/5% score on AMC 10/12

EXPERIENCE

GoSite, Software Engineer Intern, San Diego, CA

Jun 2021 – Present

- Utilizing customer data platform Segment to increase product analytics coverage of all-in-one cloud-based software suite by 15% to formulate behavioral cohorts and gain insights into drop-off rates and conversion funnels
- Developing a recurring invoice feature with user-facing web forms in React and payment and scheduled email systems on a serverless architecture in Node.js (with AWS Lambda) and MongoDB
- Working under agile scrum methodologies with retrospective, grooming, sprint planning sessions and stand-ups

Yale Entrepreneurial Society, Full Stack Developer, New Haven, CT

Nov 2020 – Present

- Engineering a scalable web platform (https://www.internships.yesatyale.org) to manage 600+ applications for 200+ job listings, successfully providing career opportunities to 250+ students
- Directing frontend development and modular design of application management system using React and Redux to help a team of 15+ recruiters conduct application reviewal
- Modeling and developing REST APIs with AWS Lambda, API Gateway, and DynamoDB to handle robust information management systems in the cloud for 140+ startups
- Integrating services Amazon CloudFront and CodePipeline to set up automated production deployment systems

Rutgers Discovery Informatics Institute, Research Intern, Piscataway, NJ

Sept 2019 – May 2020

- Utilized Python library Execo to develop an API to automate distribution and deployment of operating systems and software on networked CPUs, decreasing installation time by 30%
- Implemented algorithms using metrics such as network latency and throughput to help identify compute nodes within certain clusters that are optimal for experimental usage, decreasing execution run time of simulations by 23%
- Employed Matplotlib and Apache Flink to conduct batch and stream processing on 12GB worth of taxi trip reports and extract key insights into New York City traffic flows

PROJECTS

Multiplayer Playing Card Game (https://chinesehearts.herokuapp.com)

Jun 2021

- Launched an online four-player variant of the card game Hearts including features such as private rooms with live group chats and a streamlined process for replacing disconnected players
- Designed robust client-server architecture with a React frontend and a backend supported by Node.js and Socket.IO
- Applied object-oriented design and a finite state machine pattern to handle complexity of game logic and used the Redux library for UI state management

Resource Management Web App (https://bcamathteam.org)

Apr 2020

• Developed website with 40,000+ pageviews to host lecture notes, preparatory resources, and dynamic blog posts and announcement updates with Firebase as backend to support admin authentication and CRUD operations

Math Contest Official Website (https://holbrook.bergen.org)

Jun 2019

• Took initiative to build and maintain a new website with improved SEO and UX design to promote a statewide math contest with 450+ annual participants, resulting in monthly visits increasing by 70%

TECHNICAL SKILLS

Languages JavaScript – React (Redux), Node.js (Express), C++, C, Python – Matplotlib, NumPy, HTML/CSS Technologies NoSOL databases (DynamoDB, MongoDB), Amazon Web Services, Git, LaTeX