

Seungmin (Min) LIM

Student | Software Engineer

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🎓 EDUCATION

2018 - 2022	New York University , Tandon School of Engineering <i>Bachelors of Science, Major in Computer Science</i> Club : NYU Robot Design Team Awards : Founder's Day Award Cum Laude Award	3.65/4.0
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👜 EXPERIENCE

May 2020 Sep 2019	Software Engineer, ROBOTIC DESIGN TEAM, NYU <ul style="list-style-type: none">> Coded for sensors and motors> Implemented algorithms through C++, Python, and Arduino> Also worked with Apriltags to calibrate orientation and position> MQTT for communication between the control and robot <div>C++ Python MQTT Apriltag Arduino</div>
Jun 2021 Oct 2019	CO-Founder/Co-Owner, SJ FOREST INTER-TRADING LTD., Vancouver, BC <ul style="list-style-type: none">> Oversaw redistributing clothing from Korea> Managed sales and product listings on Amazon and Shopify> Managed tax and government related document

📋 SKILLS

Programming Languages	C/C++/C#, Python, Bash Scripting, Latex, Haskell
Development Tools & Platforms	git, Arduino IDE, Unity, Fusion 360 CAD, Flask, React

💻 PROJECTS

TA2H3NNA 🔗 github.com/dutchhagelslag/ta2h3nna 🔗 github.com/dutchhagelslag/tattoo-frontend API backend and frontend development through Flask, Heroku, and React to manage images and data on tattoo recommendations with designs and fonts <div>Python Flask React</div>	2021
OPENSEAT Submission/Project Proposal for the 2021 Hack Diberner Competition System to monitor the occupancy of the open spaces of the library using computer vision and release the information as an API endpoint <div>Python OpenCV</div>	2021
SHROOMED 🔗 github.com/PIG208/Platformer C# library written for a Platformer game built through Unity emphasizing script organizing and management. The game features abilities to pick up and switch to different weapons, time freeze, dash and shield, and randomized enemy count and spawns <div>C# Unity</div>	2021
SHATTERED 🔗 github.com/smlim991/3dAdventure C# library written for a 3D adventure game built through Unity. The game features randomized platforms that have chances of breaking and buttons to reveal invisible traps <div>C# Unity</div>	2021