David Kim

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Education

University of Waterloo **Sep 2020 – Apr 2025**

Bachelor of Computer Science (BCS) *Waterloo, ON*

Relevant Courses: Algorithms, Computer Systems, Compilers, Data Structures and Data Management

Technical Skills

Languages: Python, Java, JavaScript, TypeScript, C, C++, HTML/CSS, SQL, MATLAB, Racket

Frameworks: Node.js, React, Next.js, Express.js, Django, Flask

Technologies: AWS, MongoDB, PostgreSQL, Firebase, REST APIs, GraphQL, Docker, Git

Tools: Git, Postman, Docker, Bash/CLI, npm, Figma, Latex, Jira, VS Code

Experience

Software Engineering Intern, mondCloud Jan 2022 - April 2022

- Created an automated **API** code generator with **Node.js** for **Express**-based **REST API** and **serverless API** development across various cloud platforms, reducing runtime costs by **75%** and development time by **85%**
- Designed and executed **10+ test cases** covering diverse user inputs and edge cases, contributing to product stability
- Developed and deployed an Extract, Transform, and Load **(ETL) pipeline** in **Node.js**, reducing data processing time by **60%** through CSV parsing and streaming data insertion using **MySQL Workbench**

Software Engineering Intern, DOZR Sep 2022 - Dec 2022

- Monitored and resolved **200+ technical issues** across the company website and payment systems (e.g., Stripe), improving resolution speed by **30%** and maintaining continuous uptime for 100,000+ contractors and suppliers
- Debugged platform bugs using DOM inspections, cross-browser testing, and advanced MongoDB queries in NoSQLBooster, improving diagnostic precision and reducing error recurrence by 45%
- Automated diagnostic queries and root cause analyses using Bash scripts and MongoDB aggregation pipelines, accelerating resolution workflows and contributing to a **20%** improvement in engineering team efficiency

Software Developer Intern, CEMC May 2021 - August 2021

- Developed the **UI/UX** for contest archive websites using **HTML**, **CSS**, and **LaTeX**, incorporating accessibility features such as text-to-speech, which improved usability for **5,000+** visually impaired users annually
- Designed and prototyped the front end for a cross-platform (**iOS/Android**) math problem delivery app, collaborating with designers and content developers to streamline user experience and expand reach to **10,000+** students
- Led and mentored **30+** top-scoring students during the **Lloyd Auckland Invitationals Mathematics Workshop**, facilitating advanced mathematics problem-solving sessions and receiving positive feedback on leadership

Projects

Chess Game | github.com

- Collaboratively worked with group members to skillfully build a chess game using Object-Oriented Programming in C++
- Includes a user-friendly **GUI** and various difficulties, all managed by an **AI**, which the user can conveniently select
- Conducted comprehensive testing and meticulously revised the code for optimal performance, functionality, and efficiency