**Daniel Kim**

danielkim50123@gmail.com • (469) 990-5889 • dgk453.github.io

**Education**

**The University of Texas at Austin** May 2025

*Bachelors of Science, Computer Engineering*

*GPA: 3.6/4.0*

**Job Experience**

**HPC Software Engineer Intern** – Grafana, HPCM, PostgreSQL, TimescaleDB, Kafka, OpenSearch May 2023 –

* Configured Grafana monitoring system and Grafana Dashboards using PostgreSQL, TimescaleDB, Kafka, Redfish API, OpenSearch, and Logstash on HPE supercomputer using HPE Cluster Management Software
* Designed monitoring system and dashboards to be used on the El Capitan, an exaflop system that will become the world’s fastest supercomputer, at Lawerence Livermore National Laboratories
* Created Kafka Python Producer to parse and convert logs and metrics from Rabbit, next generation HPC hardware, to JSON strings to send to TimescaleDB
* Used CLI to run commands to configure HPE Cluster Management Software and monitoring systems

**Personal Projects**

**Auction Server and Client** – Java, JavaFX, MongoDB April 2023 – May 2023

* Built a local server and client system to allow for multiple users to bid on items simultaneously
* Stored bids and items on MongoDB to display in real time every bid on all clients
* Designed custom login screen and nice GUI for each client login and connection to server

**Portfolio Website**– *HTML5, CSS, JavaScript* Aug 2022

* Built a responsive website with multiple animations, contact info, and projects
* Implemented a dark mode/light mode theme button to change colors of website
* Created various media queries of different values to fit various screen sizes including mobile phone
* Published online through Git Hub Pages so it is accessible online

**Yerraballi vs Valvano**– *C, Assembly* Jan 2022 – May 2022

* Built a responsive two player turn based game with hardware using C and Assembly
* Designed custom sprites for characters and objects using Microsoft Paint
* Implemented interrupt service routines with EK-TM4C123GXL Microcontroller and sliding pot to display game on a wired LCD display
* Published video tutorial and code online with links on personal website

**Beat Maker**– *Python, Pygame* Aug 2022

* Built an interactive beat maker with custom options and assistive buttons for optimum user experience
* Implemented various wav files and custom sounds to create an engaging and responsive musical experience
* Designed custom loading screen with .png files and original logo using Microsoft Paint

Published video tutorial and code online with links on personal website

**Additional Information**

**Computer Skills:** TimescaleDB, Prometheus, Kubernetes, Kafka, Linux, PostgreSQL, Grafana, Docker, Python, Java, JavaScript, HTML5, C, Assembly, CSS, Redfish API, REST API, RHEL, OpenSearch, Logstash, CLI

**Languages:** Conversational in Korean

**Work Eligibility:** Eligible to work in the U.S. with no restrictions