Brian Kam

github.com/dhkam1102 linkedin.com/in/dhkam1102 | brianhyunkam@gmail.com | Los Angeles, CA

EDUCATION

UNIVERSITY OF CALIFORNIA IRVINE Irvine, CA
BS in Computer Science, Dean's List (4x) *September 2020 – March 2025*

WORK EXPERIENCE

EVEMETA – *Software Engineer Intern* July 2024 – Present
- **Enhanced corporate-level backend operations**: Developed and deployed Go-based microservices that improved system reliability by 10% and performance within a mid-scale IT environment, ensuring secure data transactions across different business systems and reducing transaction errors by 10%.
- **Developed corporate-grade video player**: Designed a highly reliable video player using Flutter and libwebRTC, incorporating features such as play/pause, refresh, and advanced noise/haze reduction, increased user satisfaction by 20% based on feedback and reducing the buffering time by 25%
- **Built scalable content aggregation systems:** Created a content retrieval and display system that efficiently aggregated news articles from multiple sources, optimizing for memory usage and reducing memory consumption by 20% by dropping the dependency on traditional databases, thus improving data availability and consistency across the organization and increasing content delivery speed by 35%.

PROJECTS

Spotube Downloader | *Python Project*
- **Automated Playlist Conversion Solution**: Engineered an innovative Python-based tool designed to streamline the transfer of large-scale YouTube video playlists into Spotify. This solution automates the extraction and conversion of music tracks. Reduced manual processing time by 85% and enhancing efficiency for managing large collections of licensed media.
- **Local Data Retention Solution**: Provides a scalable solution that provided 100% retention of licensed media, reducing storage cost by 40% for users.

Fablix Movie Page | *Java, Tomcat, AWS, GCP, Docker, Kubernetes*
- **Full-Stack system integration**: Designed and executed a comprehensive full-stack movie database system integrating advanced search, browsing, and purchasing capabilities with support for autocomplete and master-slave database configurations, improving query response time by 40% and reducing user search errors by 18%.
- **Infrastructure optimization for large-scale deployment**: Managed the deployment and orchestration of the system using AWS load balancing, Kubernetes, and docker containers. Increased scalability by 3x while reducing server response time by 30%.

ACTIVITIES

LikeLion | *Co-founder of LikeLion UCI* August 2022 – August 2023
- **Led enterprise training initiatives**: Co-founded University of California Irvine's first coding education platform, focusing on enterprise-level programming and system architecture, facilitating peer-to-peer learning for over 100 students, with more than 80% actively engagin in hands-on project collaboration within a corporate framework.
- **Directed coding and IT workshops**: Led 10+ workshops that trained participants in enterprise-level programming and IT practices, enhancing their ability to contribute to large-scale IT projects in Fortune 500 companies.
- **Established global IT network connections**: Connected with over 50+ students with LikeLion's global network, providing mentorship and collaborattion in global IT initiatives, hackathons, and enterprise-level project developments. This resulted in 20% of participants securing internship roles in tech

SKILLS

Languages: Python, Go, Java, C++, C, HTML/CSS, JavaScript
Frameworks & Library: Flask, FastAPI
Developer Tools: Git, Docker, AWS, GCP, Kubernestes, Tomcat, VS Code, Maven, PyCharm, IntelliJ, Eclipse
Concepts: Software Engineering, Data Structures and Algorithms, System Design, Cloud Infrastructure
Language Proficiency: Fluent in English and Korean; Conversational Proficiency in Japanese