

Brian Kam

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EDUCATION

UNIVERSITY OF CALIFORNIA IRVINE

Irvine, CA

Bachelors of Computer Science, Dean's List (4x)

September 2020 – March 2025

Courses: Data Structures & Algorithms, Project in Databases and Web Applications

WORK EXPERIENCE

EVERMETA – *Software Engineer Intern*

July 2024 – Present

- 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%.
- 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%
- Developed a system to aggregate news articles from multiple sources, reducing memory usage by 20% through the use of NoSQL databases. Increased content delivery speed by 35%, while improving data availability and consistency.

PROJECTS

Spotube Downloader | *Python Project*

- Automated Playlist Conversion Solution:** Developed a Python tool using youtube-dl, Spotify API, and web scraping techniques to automate playlist transfers from YouTube to Spotify. Reduced manual processing time by 85% and improved media management efficiency.
- Local Data Retention Solution:** Created a scalable data retention solution with SQLite and file compression, ensuring 100% media retention and reducing storage costs by 40%.

Fablix Movie Page | *Java, Tomcat, AWS, GCP, Docker, Kubernetes*

- User Interface Development:** Created a responsive front-end using HTML, CSS, and JavaScript, with features such as advanced search, filtering, and autocomplete for movies. Designed an intuitive UI that improved user experience and made searching for movies seamless.
- Back-End System Architecture:** Built a robust back-end in Java with Tomcat, using a master-slave MySQL database configuration to optimize query performance. Reduced query response time by 40% and minimized user search errors by 18% through efficient API endpoints and server-side logic.
- 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 UCI's first coding platform, facilitating peer learning for 100+ students with 80% hands-on collaboration.
- 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 collaboration 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, Kubernetes, 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