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EDUCATION

New York University

New York, NY

Fall 2015 – May 2019

Cumulative GPA: 3.9

- **Major:** Bachelor's in Computer Science
- **Electives:** Data Management & Analysis, Computer Networks, Parallel Computing, Intro to Machine Learning

EXPERIENCE

American Museum of Natural History

Sept 2016 – Present

Software Development Intern

- Developed 2D and 3D interactive exhibits using Unity and C# (including Neural Pathways for *Our Senses*, Undersea Exploration for *Unseen Oceans*) at the American Museum of Natural History, which has 5 million visitors annually.
- Ensured exhibits could be independently operated by <x>daily/weekly visitors (including families with children) for indefinite periods of time and to be robust against unexpected inputs.

University Learning Center at NYU

Sept 2016 – Present

Learning Assistant (Tutor)

- Tutored 20+ students in over 15 computer science, math, and physics courses for 10+ hours every week, mainly helping computer science students with data structures and algorithms, operating systems, and assembly questions.
- Facilitated 3 weekly group learning sessions with 15+ students each for Precalculus, increasing students' grades by 20% on average.

PROJECTS

Tutoring Center Schedule Creator

Spring 2019

Google Cloud Firestore, Node.js, Express.js, React.js

- Conceived, designed, and developed a project to produce a weekly schedule for every course offered at the tutoring center at NYU; reduced the time it took to create the schedule from 3 days to 30 minutes by automating a manual task.
- Obtained shift schedules of 70 tutors, each of whom tutor 10–20 courses, by using the Google Calendar API and implemented an interval merging algorithm for sorted time intervals that runs in $O(N)$ time and $O(1)$ space.

Companion App for The Resistance: Avalon

Fall 2018

MongoDB, Socket.io, Validate.js, Bootstrap, Passport.js

<http://avalon-assistant.herokuapp.com/>

- Created a mobile-friendly real-time web app using Node.js/Express.js that automates character assignment and quest tracking. Designed to support multiple games at a time, each with 6–10 people.
- Incorporated persistent data storage by using MongoDB to store user account, game, quest, and character info, and provided authentication using passport.js through the Google OAuth2 Protocol.

Neural Pathways

Fall 2017

Unity, C#, Phidgets API, Soldering

<https://github.com/ejkim1996/NeuralPathways>

- Worked as the sole coder in a multi-disciplinary team with an animator, writer, and a graphic designer to create an informative, accurate, and visually appealing interactive installation showing neural pathways in different animals.
- Incorporated touch controls and mirroring of angular positions between physical and digital models using touch sensors and rotary encoders by integrating APIs of physical sensors into Unity.
- Part of the special exhibit “Our Senses: An Immersive Experience” at the American Museum of Natural History.

SKILLS

- **Software:** (*proficient*) Java, JavaScript, C, C#, Unix, Git (*familiar*) Python, Objective-C, Swift, SQL, HTML/CSS
- **Other Tools:** Github, PostgreSQL, Pandas DataFrame, OpenMP, CUDA, SteamVR