EJ KIM

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EDUCATION

New York University, Bachelor's in Computer Science   **Fall 2015 – May 2019**
New York, NY   *Cumulative GPA: 3.9*

SKILLS

- **Languages: (*proficient*)** Python, JavaScript, HTML, CSS (***intermediate***) Java, C#, SQL (***novice***) C
- **Frameworks:** React, Redux/thunk/saga, Django, Kubernetes, Docker, Node, Express
- **Tools:** Git, GitHub, PostgreSQL, MongoDB, REDIS, AWS S3

EXPERIENCE

Behold.ai Technologies Inc.   **July 2019 – Present**
Software Engineer
- Decreased loading times of CT scans (often with **300+** images per scan) by **70%** by loading images in smaller batches to display them as they load in and by preloading CT scans of the next study.
- Maintain and optimize internal web based PACS viewer which uses **React + Redux** on the front-end and **Django**, **PostgreSQL**, **Redis**, **AWS S3,** and **MongoDB** in the backend.
- Integrated an updated version of the open-source web based medical imaging tool used by the PACS viewer, enabling efficient displaying and annotations of CT scans for AI training.
- Refactored and maintained microservices within our ecosystem to ensure data pipelines were up to date with new features and efficient for image processing.

American Museum of Natural History   **Sept 2016 – May 2019**
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 **450+** daily visitors (including families with children) for indefinite periods of time by rigorously testing exhibits against unexpected inputs.

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** that provides relevant info to players based on the character they got assigned and allows quest tracking. It supports 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" by the American Museum of Natural History.