

ELIZABETH KIM

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EDUCATION

Computer Science and Linguistics, University of California, Los Angeles (GPA: 3.8)

Expected 2025

SKILLS

Languages Python, JavaScript, TypeScript, C++, Java

Web React, React Native, Next.js, Node.js, Django, Dash, HTML, CSS, SASS

DevOps Git, Docker, Selenium, Linux

EXPERIENCE

Software Engineering Intern

June 2023 - August 2023

Science Applications International Corporation (SAIC)

El Segundo, CA

- Built a five-page carousel style Dash app used by the U.S. Space Force to track satellites of interest.
- Used Cesium and Warpcore APIs to visualize satellite maneuvers detected live by an unsupervised model.
- Scraped and displayed dozens of relevant news articles, past launches, and future launches on responsive cards.

Software Engineer

November 2022 - Present

Association of Computing Machinery

Los Angeles, CA

- Developed a content management system for ACM committee use with React, Next.js, and Google Sheets APIs.
- Led team of 3 developers over 10 weeks by organizing weekly sync sessions and regularly delegating tasks.

Software Engineer

July 2022 - Present

Bruinwalk

Los Angeles, CA

- Used Python, Django, and Selenium to develop a web scraper that retrieves UCLA professor headshots from department websites for Bruinwalk, a course review tool used by 50,000+ students annually.
- Developed apartment review branch using Python, Django, HTML, CSS, and Docker.

Database Manager

April 2022 - June 2022

LA Elder Law

Marina Del Rey, CA

- Updated forms and queries to collect data for hundreds of clients in the firm database using Microsoft Access.
- Modified database relationships to update records for dozens of lawyers' task lists and appointments with SQL.

PROJECTS

LinkUp Developed an iOS application that allows company recruiters to search for job candidates, notifies candidates of company matches, and dynamically displays both company and candidate data using React Native and AWS Amplify. ([See the source code here!](#))

Bloxorz Implemented a five-level recreation of Bloxorz game using WebGL, where the player moves the block around the platform to land the block upright onto the target square. Includes realistic shadowing, collision detection, and background music that can be toggled on and off. ([See the source code here!](#))

ORGANIZATIONS

Designer

October 2022 - June 2023

Creative Labs at UCLA

- Led quarterly Figma workshops for beginner designers by teaching basic design principles and delivering Figma function tutorials to create a personal pet creature.

Advocacy Director

April 2022 - Present

Upsilon Pi Epsilon at UCLA

- Organize annual Computer Science Welcome Day to support and extend resources to 500+ incoming first-years and transfers interested in computer science.
- Lead biannual CS Town Hall for student body to voice concerns about the CS student experience at UCLA directly to faculty, both live at the event and through remote surveys.