

Elizabeth Kim

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Education

Linguistics and Computer Science, UCLA

GPA: 3.82 (Graduating 2025)

Coursework: Data Structures & Algorithms, Computer Architecture and Memory Organization, Discrete Mathematics, Statistics, Probability

Experience

Full-Stack Engineering Intern — Daily Bruin at UCLA

July 2022 – Present // Los Angeles, CA

- Using Python, HTML, and CSS, built tool used by 18,000+ UCLA students annually that allows easy search for apartments.
- Collaborated with graphic designers to implement correct display of apartment rent prices and student reviews.

Information Technician — LA Elder Law Firm

April 2022 – June 2022 // Marina Del Rey, CA

- Updated forms and queries to collect data for hundreds of clients in the firm database.
- Used SQL to modify dozens of records for lawyers' to-do task lists and appointments.

Projects

Personal Website ([link](#))

August 2022 – Present

- Designed a personal website with unique pages and navigation bar using HTML and CSS.

Sentiment Analysis Tool ([link](#))

August 2022 – Present

- Created a natural language processing tool that analyzes the sentiment polarity of tweets using Python and Twitter API.

Rock, Paper, Scissors Game ([link](#))

August 2022

- Developed an interactive rock, paper, scissors game against an Artificial Intelligence bot using Python.

Typing Speed Test ([link](#))

August 2022

- Used Python to develop a simple typing game that calculates their typing speed in WPM.

"Battleship" Video Game ([link](#))

February 2022 – March 2022

- Developed an interactive battleship game using C++ where the user plays against an Artificial Intelligence player, with difficulty options for the AI bot.
- Utilized object-oriented programming, 2D vectors, pointers.

Skills

Languages: Python, C++, HTML, CSS, JavaScript

Web: Django

DevOps: Git, Docker

Platforms: Linux, Jupyter

Organizations

Advocacy Chair — Upsilon Pi Epsilon (Computer Science Honor Society)

May 2022 – Present // Los Angeles, CA

- Collaborate with Computer Science Faculty to discuss best practices in how faculty can support underrepresented groups in Computer Science.
- Coordinate with the Association of Computing Machinery to execute Computer Science Welcome Day event to provide information and support for 500+ incoming Computer Science first-year and transfer students.
- Organize Fall and Spring Quarter Computer Science Town Hall for students to directly voice their concerns about the CS department to faculty members.
- Host several panels throughout the year with alumni guest speakers with nontraditional backgrounds in CS to inspire more students to pursue passions in CS.

Content Director — Korean American Student Association (KASA)

June 2022 – Present // Los Angeles, CA

- Use Canva and Adobe Photoshop to design 100+ event graphics, club announcements, physical and digital flyers, posters, and banners.
- Create a new color scheme consisting of more contrasting colors to increase accessibility for colorblind and other visually impaired audiences.
- Collaborate with fellow multimedia directors to design 2022-23 KASA logo and merchandise.
- Develop ideas for engaging and interactive content for KASA's social media channels: Instagram (900+ followers), TikTok (72,000+ views), Facebook, and organization website.

Graphic Design Intern — Korean American Student Association (KASA)

January 2022 – June 2022 // Los Angeles, CA

- Used Canva to design event graphics weekly.
- Collaborated with team of 15 other interns to plan, advertise, and execute Spring Quarter Field Day event, resulting in a turnout of 40+ general members.
- Organized venue, theme, and costume design for 2021-22 intern photoshoot.

Passions

Using technology for social good.

Supporting underrepresented groups in CS.

Interests: web development, UI/UX design, natural language programming, machine learning, artificial intelligence.

Non-technical interests: literary analysis, fashion history, cooking!