

# ERIC KIM

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madebyeric.kim

## SKILLS

Python 2 & 3  
Java  
Ruby on Rails  
JavaScript  
MS PowerShell  
HTML5 & CSS3  
SQL + PostgreSQL  
Django  
jQuery  
AJAX  
Spring Tool Suite  
Phaser.js  
React.js  
Bootstrap  
Git  
AWS + EC2  
Magento & Shopify  
  
Adobe Photoshop  
Adobe Illustrator  
Adobe Premier  
Adobe After Effects  
Final Cut  
Google Sketchup

## LANGUAGES

English  
Korean

## EXPERIENCE

### AetherWorks LLC

#### Product Quality Manager

**New York, NY**

Feb 2016 – Present

Responsible for all aspects of Quality Assurance for our new flagship software, AetherStore 2.0, such as software stress testing, benchmarking, diagnostics, and end-user experience testing. Other duties included but not limited to: Systems Administration, Front-end Development, internal technical engineering, product documentation, and customer support.

- Wrote and maintained over 40 automated tests and scripts using Python 3 and MS PowerShell to expedite all performance, stress, and regression testing
- Designed and developed AetherStore Chaos-Monkey -- an internally-used, object-oriented automation and testing platform capable of network manipulation, multi-threaded operations, error reporting, real-time dynamically scaled tests, and more -- written using Python 3
- Implemented front-end improvements to the AetherWorks Partner Portal, written in Java & Spring, and the AetherStore homepage, written using HTML5 & CSS3 + Bootstrap & jQuery
- Managed all Systems Administration duties such as Server + VM backups & maintenance, Active Directory Management, EC2 operation and testing, PDQ deployments, and DHCP management
- Maintained all technical documentation such as user-instructions, troubleshooting guides, and technology overviews, as well as internal references like the AetherWorks private Wiki
- Conceived a new and more efficient model for AetherStore's sliding-window space-allocation algorithm, currently in development for future releases of AetherStore
- Oversaw the handling of all technical customer-service tickets and inquiries

### General Assembly

#### Web-Development Immersive Developer

**New York, NY**

Aug – Nov 2015

Created 5 different web-applications in the span of 3 months using numerous languages and frameworks, and became wholly acquainted with all aspects of full-stack Web-Development including database management, analytics, user-testing, server-side programming, API calls, authentication, as well as general computer-science and network protocols.

- Produced a wiki-page and an organization portal using Ruby on Rails, both with CRUD functionality for multiple databases and a login system to differentiate between users, featuring MVC architecture
- Reconstructed multiple classic games (Snake, Helicopter, Breakout, and Blackjack) from scratch using JavaScript and Phaser.js, a powerful framework designed for games and interactive-object creation, featuring full HTML & CSS front-end user interfaces
- Worked with OAuth 2.0 using Facebook for user authentication and React.js for front-end design on various small-scale projects
- Extensive collaborative development while working with Agile and SCRUM methodologies

## EDUCATION

### New York University

B.A. Marketing, Management, & Communications, May 2013

**New York, NY**

### General Assembly

Web-Development Immersive, November 2015

**New York, NY**