Software Engineer · Northampton, MA · 561-353-8221 · fkim@smith.edu · https://faithkim97.github.io/

Faith Kim

- **Education:** B.A. in Computer Science · Smith College · Expected May 2019
- **GPA:** 3.85/4.00
- **Skills:** Java · SQL · Groovy · Kafka · C# · Unity · Python · HTML · CSS · Git · Bash · C
- **Honors:** 2017-2018 Dean's List · 2015-2016 Dean's List · Horatio Alger Scholar
- **Coursework:** Introduction to Python · Data Structures · Computer Graphics ·Discrete Mathematics · Calculus II · Machine Learning · Linear Algebra · Microprocessor and Assembly · Theory of Computation · Algorithms

Experience

Jun 2018 - Aug 2018 — **Software Engineer Intern | Pricing and Trade Services** — CME Group

- Developed production code to settle energy products using Java, SQL, Spring, Maven, Cucumber, Bamboo, Kafka, Groovy, JIRA
- Participated in daily standups and bi-weekly sprint planning meetings in an agile environment
- Awarded second place for "Commodity Analytics Dashboard" for CodeUp, a highly competitive hackathon organized by CME Group
- Selected as an apprentice to design and build the intraday pricing engine using microservice pattern

Sep 2017 - Present — **Computer Science Teaching Assistant** — Computer Science Department

- Assisted students with questions on programming concepts, assignments, and tools for debugging for courses: Introduction to Python, Data Structures in Java

Projects

Jul 2018 — **Commodity Analytics Dashboard | Java, Spring, React, SQL, HighCharts** — CME Group

- Developed a web application that visualizes bid-ask spread data for a given instrument in the form of two separate line charts
- Implemented a Twitter feed that illustrates the potential effects of current events on the market for a given instrument
- Built a tree map that shows a graphical representation of contract volume per commodity organized by each exchanges (CME, NYMEX, CBOT)

Nov 2017 - Apr 2018 — ***Everything's fine* | C# · Unity** — Film and Media Studies Department

- Worked as the lead programmer and director; developed main game mechanics, scripts for player movement, obstacles, dialogues, and animations
- Presented in Smith College Collaborations and Nolen Art Exhibition

Sep 2017 - Dec 2017 — ***Deathless* | C# · Unity** — GlowLime Games

- Contributed as a game developer to program scripts that implement Wwise audio and manage sound events in-game; created animation features for game object components