

Hailey H. Kim

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EDUCATION

University of Nevada - Las Vegas
Bachelor of Science in Computer Science
Minor in Mathematics

December 2024

TECHNICAL SKILLS

Languages: C++, C, Java, Python, SQL, JavaScript, Typescript, HTML, CSS
Frameworks/Technologies: Angular, Node.js, Tailwind CSS
Databases: MySQL, HeidiSQL, Firebase
Tools/Software: Git, Xcode, Visual Studio, CodeRunner, Atom
Operating Systems: Linux, Windows, MacOS

RELEVANT COURSEWORK

Operating Systems (C): Focused on system resource management, including organization, sharing, and allocation of system resources

Analysis of Algorithms (C++): Studied the evaluation of algorithm efficiency with the analysis of time and space complexity

PROJECTS

Toebeans (Senior Design Group Project) – [GitHub](#)

Languages: TypeScript, HTML, CSS, JavaScript, Python

- Collaborated with a team of 7 classmates to design and develop a platform integrating pet adoption and foster services
- Created a user-friendly event page using Angular, ensuring a responsive design and seamless user experience
- Built an event registration portal to simplify sign-ups for adoption and foster events
- Enhanced platform security by implementing an auth guard service to secure routes and enforce authentication logic

Personal Website – [GitHub](#)

Languages: HTML, CSS, JavaScript

- Developed a personal website from scratch to showcase projects and technical skills
- Implemented a typewriter effect using JavaScript, simulating terminal-like text typing out commands, followed by a sequential reveal of personal information
- Designed the site to be responsive across different devices, with a mobile-friendly navigation menu that toggles visibility using JavaScript
- Deployed the website using GitHub Pages, managing the code with version control through Git

Game Programs – [GitHub](#)

Languages: Python

- Built two game programs from scratch as personal projects to enhance understanding of algorithm design and logic implementation
 - **Pong Game:** Implemented collision detection, score tracking, and game-over logic
 - **Tic Tac Toe Game:** Created a 2-player game using the tkinter library for the graphical interface, incorporating turn-based logic and checking for win conditions (rows, columns, and diagonals)

RELEVANT EXPERIENCE

IT Student Lab Monitor

August 2022 – December 2024

UNLV Office of Information Technology

- Assisted 15-20 students daily with device loan requests, including ticket creation, providing essential information, and managing pickups/returns
- Supported 10 students per day with hardware and software access, troubleshooting software installations, printer setups, and network connectivity
- Ensured smooth lab operations by maintaining two lab printers and monitoring them for efficient usage
- Demonstrated reliability through general lab maintenance, ensuring student safety and compliance with lab policies
 - **Tools Used:** TeamDynamix Ticketing Systems, Slack, Workday, RebelPrint-ADMIN, Escanear