

# Hailey H. Kim

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## **EDUCATION**

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

## **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