Ian Kim

Berwyn, PA | iank0426@gmail.com | 610-790-7228 | iankim.vercel.app | linkedin.com/in/ian-kim9 | github.com/iankim0

EDUCATION

Williams College, BA in Computer Science — Williamstown, MA
GPA: 3.65/4.0; Major GPA: 3.73/4.0 — *Graduation Date: June 2026*

- **Coursework:** Algorithm Design and Analysis, Data Structures and Advanced Programming, Principles of Programming Languages, Game Development, Computational Analysis of Big Data, Computer Organization, Discrete Mathematics, Statistical Modeling, Understanding Data and Computing

TECHNICAL SKILLS

Programming Languages: Python, C, Java, C#, JavaScript/TypeScript, HTML/CSS, SQL

Tools/Frameworks: PostgreSQL, Redis, MongoDB, Git, React, Node.js, Capacitor, Supabase, Unity Game Engine

PROJECTS

Stacked Lifts, *Personal Project* — *July 2025*

- Designed and implemented full-stack fitness tracking web app with real-time progress tracking, exercise planning, and session history
- Developed with React and Supabase; wrapped with Capacitor for native iOS deployment via TestFlight
- Deployed month long external user-testing period with over forty users; incorporated user feedback to iteratively refine core features and user experience

Plaguebound, *Final Project, DIS Copenhagen* — *December 2024*

- Created a 2D top-down horror game with flashlight mechanic and custom sprites
- Utilized SOLID principles to create player inventory system; designed event-driven tutorial; integrated AI pathfinding for CPU opponent
- Incorporated proximity-based sound and dynamic lighting system to enhance game environment; iteratively designed game loop through three rounds of user testing

Lap Kings, *Personal Project* — *October 2024*

- Created a 2D arcade racing game with time-based scoring and custom-designed car sprites
- Implemented custom car physics controller with unique particle and trail system; created race control scripts to manage game logic

WORK EXPERIENCE

Professor James Bern Lab Group, *Research Assistant* — *June 2025 – Aug 2025*
Williamstown, MA

- Built a real-time interaction pipeline using Unity, Teensy microcontroller, and ODrive motor controller to simulate tactile object collisions with robotic haptic feedback
- Developed a C-based driver program to coordinate VR object tracking, collision detection, and motor control in real time
- Conducted controlled experiments measuring haptic feedback accuracy and motor response latency; collaborated with a four-person team to refine the mixed reality system

Williams College, *Teaching Assistant - Data Structures & Algorithms* — *September 2025 – Present*
Williamstown, MA

- Led lab and review sessions covering data structures, algorithms, and computational complexity
- Collaborated with professor to design assignments, assess student solutions, and deliver feedback

iEdit, *Freelance Graphic Designer* — *July 2021 – Present*
Berwyn, PA

- Founded social media business to provide graphic design services to over one thousand clients over four years; generated over twenty-thousand dollars in revenue
- Created user-focused graphics and layouts emphasizing visual hierarchy, brand consistency, and web/mobile usability

LEADERSHIP & COMMUNITY ENGAGEMENT

Williams Varsity Men's Lacrosse, *Player* — *September 2022 - Present*