

Ian Kim

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EDUCATION

Williams College, BA in Computer Science
GPA: 3.7/4.0

Williamstown, MA
Graduation Date: June 2026

- **Coursework:** Foundations of Artificial Intelligence, 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, SQL, R, C#, Java, C, JavaScript/TypeScript, HTML/CSS

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

WORK EXPERIENCE

WorldCare, Artificial Intelligence Research Intern

January 2026

Remote

- Developed clinical data de-identification pipeline to process protected health information while ensuring HIPAA compliance; designed modular architecture using Python, Presidio, and Faker
- Engineered context-aware anonymization module and clinical filtering system to intelligently replace personally identifiable information while distinguishing medical terminology from protected health information
- Conducted research analyzing privacy and security risks of large language model deployment with protected health information; collaborated with two-person team to document PHI exposure vulnerabilities and present AI safety mitigation strategies to technical leadership

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 weekly labs covering core data structures, algorithms, and computational complexity
- Guided students through debugging, algorithm optimization, and reasoning about performance tradeoffs
- Reviewed student code and provided structured feedback focused on correctness, clarity, and efficiency

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
- Implemented with React, Node.js, 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

- Developed a modular Unity application using C#, following SOLID principles and event-driven design
- Implemented AI pathfinding and behavior logic with clear separation of concerns
- Built reusable systems designed for scalability and maintainability, refined through user testing

LEADERSHIP & COMMUNITY ENGAGEMENT

Williams Varsity Men's Lacrosse, Player
Berkshire Center for International Policy, Member

September 2022 - Present
September 2025 - Present