Ian Kim

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EDUCATION

Williams College, BA in Computer Science · Williamstown, MA
GPA: 3.7/4.0 · *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

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

- Designed and implemented a low-latency, real-time software pipeline integrating Unity, embedded controllers, and motor drivers to simulate tactile object collisions
- Wrote a C-based systems driver coordinating object tracking, collision detection, and motor control with strict timing and reliability constraints
- Measured and optimized end-to-end latency, identifying bottlenecks across hardware–software boundaries
- Collaborated in a small engineering team, contributing maintainable code, documentation, and experimental validation

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

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

- Founded and operated an independent client-facing business delivering design solutions to 1,000+ customers
- Owned projects end-to-end, translating requirements into deliverables while managing timelines and feedback
- Generated $20,000+ in revenue, demonstrating ownership, customer focus, and execution under constraints

PROJECTS

Stacked Lifts, *Personal Project* · July 2025

- Designed and implemented a full-stack web application supporting workout tracking, progress analytics, and session history
- Built backend services using Node.js and Supabase, handling authentication, data persistence, and API integration
- Deployed the application for 40+ external users, monitored usage, and iteratively improved performance and stability
- Packaged the app for native iOS deployment using Capacitor and TestFlight

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* · September 2022 - Present
Berkshire Center for International Policy, *Member* · September 2025 - Present