Ian Kim

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EXPERIENCE

- **Soomo Learning**   Asheville, NC (Fully Remote)
  Software Engineer   *Nov 2020 - Present*
  - Led front-end development using **TypeScript + React**, with full-stack development in **Ruby on Rails**
  - Orchestrated major tech stack modernization: migrated from Create React App, Webpacker, and CoffeeScript to **TypeScript**, **Vite**, and **SWC**, reducing build times by 4-10x
  - Developed and integrated AI chat component supporting OpenAI and Anthropic LLM platforms
  - Led development team in implementing **WCAG 2.2 AA** compliance for accessibility improvements company-wide
  - Improved user experience and performance by reducing bundle sizes by up to **65%**

- **Center for Aphasia and Related Disorders (CARD)**   Chapel Hill, NC
  Contract Software Engineer   *Aug 2018 - Nov 2020*
  - Designed and developed an iPad app as part of a research study into client-directed cueing for aphasia using **Ionic**, **HTML/CSS**, and **TypeScript**.
  - Participated in development and implementation of study protocol, resulting in increase of **29%** accuracy at baseline to **79%** accuracy at conclusion of study
  - Created a command-line tool in **Python** using IBM's Watson **REST/Websocket** API to produce automated judgments of stroke survivors' speech intelligibility

- **UNC-Chapel Hill Center for Cheminformatics Research (CECCR)**   Chapel Hill, NC
  Graduate Research Assistant   *Jan 2012 - Jan 2016*
  - Developed Chembench (chembench.mml.unc.edu), a machine learning and drug discovery platform built using **Java** (**Tomcat**, **Struts**).
  - Led a transition to using **Spring DI** and **Maven** for improved dependency management and maintainability.
  - Developed ChemoText, a data mining platform for discovering connections using the NIH PubMed database, utilizing a **NoSQL** graph database that led to speedups of >**90%** over existing SQL.

PROJECTS

- **Sanity;Gone**   https://sanitygone.help
  Lead Developer   *July 2021 – Present*
  - Initially developed using **Gatsby** and **Contentful CMS** using a **Jamstack** architecture, hosted on **Netlify**
  - Successfully migrated to **Next.js** and **Vercel** hosting to improve performance and developer experience
  - Created new game character database version using **Astro** with **React** and **Svelte** components, styled with **Tailwind CSS**
  - Collaborated with UX designers to implement pixel-perfect interfaces from **Figma** designs into production code

SKILLS

- **Frontend**: **JavaScript/TypeScript, React, HTML/CSS, Next.js**, Sass, Svelte, Tailwind CSS, Astro, Gatsby
- **Build Tools**: **Vite, Webpack, SWC, Babel**
- **Backend & Tools**: Ruby on Rails, Node.js, Git, REST APIs, WebSocket, RDBMSes (Postgres, MySQL), NoSQL (MongoDB, Neo4j)
- **Infrastructure**: Vercel, Netlify, Heroku, AWS
- **Design**: Figma, Sketch
- **Foreign Languages**: Japanese, Korean

EDUCATION

- **University of North Carolina at Chapel Hill**   Chapel Hill, NC
  B.S. Computer Science with Honors, B.A. Linguistics (Phi Beta Kappa, GPA: 3.7)   *August 2009 – May 2013*

- **University of North Carolina at Chapel Hill**   Chapel Hill, NC
  M.S. Speech-Language Pathology   *2016 – 2018*

INTERESTS

Linguistics, foreign language learning, cooking, calligraphy