

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 **Redux Toolkit** and **Zustand** for state management, with full-stack development in **Ruby on Rails** and **Next.js**
 - 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 implementation of **WCAG 2.2 AA** compliance to ensure accessible experiences
 - 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** sanitygone.help
Lead Developer July 2021 - Present
 - Game strategy site initially developed with **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 a game database site 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**, **Redux**, **Zustand**, **Sass**, **Tailwind**, **D3.js**, **Astro**, **Gatsby**
- **Testing:** **React Testing Library**, **Jest**, **Cypress**, **Playwright**, **Storybook**, **RSpec**, **Cucumber**
- **Build Tools:** **Vite**, **Webpack**, **SWC**, **Babel**
- **Backend & Tools:** **Ruby on Rails**, **Node.js**, **Git**, **REST APIs**, **WebSocket**, **RDBMSes**, **Figma**, **Sketch**
- **Infrastructure:** **Vercel**, **Netlify**, **Heroku**, **AWS**
- **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