EDWARD JIWOOK KIM

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SUMMARY

- Languages: C, C#, C++, HTML/CSS, JavaScript, MATLAB, PHP, Python, SQL, R, Scheme
- Tools: Adobe Photoshop, Figma, Google Apps/API, InVisionApp, Microsoft Office, MySQL, phpMyAdmin, Visual Studio/Code, Unity, Xcode, *nix
- Frameworks/Libraries: Bootstrap, D3, jQuery, Node, NumPy, pandas, Pyramid, React, TensorFlow

EDUCATION

University of Waterloo   Sept. 2017 - Current
Candidate for Honours Bachelor of Mathematics, Applied Mathematics, Computing Option

EMPLOYMENT

Programmer & Data Analyst, Centre for Biodiversity Genomics, Guelph, ON   May 2019 - Aug. 2019
- Visualized DNA barcode data workflow by deploying a dashboard by the extensive use of Google Apps and their APIs
- Retrieved Barcode Of Life Data (BOLD) System's taxonomy data of DNA-based species using MediaWiki API
- Improved the files upload UI of mBRAVE, platform for the multiplex based on high-throughput sequencing (HTS) instruments

Computer Mathematics Learning Assistant, Sheridan College, Oakville, ON   May 2018 - Aug. 2018
- Managed approximately 40% of the campus's computer mathematics course tutorials and 100% of drop-in sessions independently as the only computer mathematics learning assistant at campus
- Analyzed the campus library learning centre's Database Management System (DBMS) SharePoint and redesigned its supplementary models with the representation of their practicalities
- Produced question packets for Calculus and Computer Mathematics courses, which professors requested to incorporate into the course materials, constructing creative applications of the courses

PROJECTS

www.edwardjiwookkim.com, Full-Stack Developer   July 2019 - Current
- Constructed personal portfolio/website from scratch and hosted online
- Applied highly-responsive and user-friendly interface using jQuery and Bootstrap.css
- Visualized personal and users' information using PHP and D3.js for the users' interests

Chess, Software Developer   Mar. 2019 - Apr. 2019
- Developed a Chess game with multiple modes using Waterfall SDLC collaboratively
- Deployed computer simulation feature, AI players, at different difficulties in C++
- Designed graphics using X11 library and implemented algorithms utilizing Observer pattern

WATFood, Front-End Developer   Dec. 2018
- Co-developed WATFood, a random food picking web application for the users to choose their menu
- Visualized pragmatic user-interface by the extensive use of HTML, CSS, and Javascript libraries
- Applied Google Maps API to display the restaurants around the users' location for better UX