Jaehwi Kim

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EDUCATION

- **University of Illinois at Urbana-Champaign** — Champaign, IL
  Bachelor of Science in Computer Science — *Aug. 2014 – May. 2020*
  - **Related Coursework**: Data Structure, Database Systems, User Interface Design, Virtual Reality, Computer Architecture, System Programming, Numerical Methods, Introduction to Bioinformatics, Text Information Systems, Programming Languages and Compilers, Introduction to Algorithms and Models of Computation, Social Visualization, Nuclear Power Engineering, Applied Linear Algebra

SKILLS

- **COMPUTING**: JavaScript, C++, C, Python, Java, HTML/CSS, Unity3D, MySQL, MongoDB, Verilog, Ruby
- **TOOLSETS / OS**: React/Redux, Android SDK, Django, Ruby on Rails, Git, SVN, Linux
- **LANGUAGES**: English, Korean, Spanish

EXPERIENCE

- **Genius Plaza Inc.** — Miami, FL
  Front End Developer Intern — *June. 2019 – August. 2019*
  - **React/Redux**: Developed an educational platform to democratize quality education for all students, especially for the most underserved primarily using React for building interfaces, and Redux for state management.
  - **Teamwork**: Collaborated with UI/UX designers, developers, product owners, and marketing teams to bring mockups to life, and support projects during all phases of delivery.
  - **Agile Product Development**: Adopted Scrum methodology to provide constructive feedback, communicate functional requirements, and prioritize tasks in a full project life cycle.

PROJECTS

- **Safe Ride Chicago** — https://jaehwi95.pythonanywhere.com/
  Web Application Development / Data Visualization — *June. 2018 – Current*
  - **Web Development**: Used MySQL and Django framework to create a web application that provides advanced data visualization of crimes, as well as crime information over routes users select in Chicago.
  - **Data Visualization**: Implemented visualized graphs and graphical representation (heat map) of crimes using data set from Chicago Police Department.
  - **User-friendly Interaction**: Responsible for deployment and back-end development assisting users to login, logout, and modify their accounts to enable users to manipulate their own databases.
- **Virtual Paddleboarding** — http://mfp.kch.illinois.edu/video
  VR Game Development — *Jan. 2018 – Current*
  - **Motivation**: Worked with team of three and a professor to develop a paddleboarding game that motivates those going through physical rehabilitation by testing their balance in VR (Unity3D).
  - **Immersiveness**: Integrated the HTC Vive with whole-body motion capture and dynamic oor platform to provide an unique testbed for exploring behavioral and neural changes due to an exposure to paddleboarding.
  - **UI Development**: Took charge of back-end development making the game more immersive, and developed user-friendly layout of screen capture (mini map).
- **Genome and Protein Sequence Alignment** — https://github.com/jaehwi95/Sequence-Alignment
  Benchmarking Sequence Alignments on Real-world dataset — *Aug. 2018 – Dec. 2018*
  - **Motivation**: Utilized dataset retrieved from KEGG GENES and NCBI databases to develop a program that analyzes gene and protein sequences of three different primates, using Needleman-Wunsch and Smith-Waterman pair-wise sequence alignments.

ACTIVITIES

- **Mixed Motions UIUC** — Champaign, IL
  Vice President — *Aug. 2017 – Current*
  - **Dance**: Participating in a dance performance group which tries to promote diversity through various styles of dance and perform in events such as "UIUC's got Talent", and won several prizes (1st place in KSA Talent Show).