

James Kim

SYSTEMS DESIGN ENGINEERING



jamesyk.com



y245kim@uwaterloo.ca



github.com/jameskim08



linkedin.com/in/jamesyk

SKILLS

Languages

HTML, CSS, JavaScript, Java, C++, XML

Libraries

Bootstrap, jQuery (AJAX), libGDX

Tools

Android Studio, Git, Linux (Ubuntu), IntelliJ IDEA, Dev C++, Adobe Photoshop

EDUCATION

University of Waterloo 2015 - 2020

Candidate for BAsC, Systems Design Engineering

GPA: 3.9

Relevant Courses: Programming (C++), Design (QFD, FTA, CDM, Life Cycle Analysis), Human Factors (User-Centered Design)

Glenforest Secondary School 2012 - 2015

Regional Enhanced Program

90+ average all 4 years

ACHIEVEMENTS

Dean's Honour List 2016

Ranked 6th in 1A class of Systems Design Engineering

President's Scholarship Award 2015

Achieving an admission average greater than 90%

INTERESTS

Piano

Camping

Video Gaming

WORK EXPERIENCE

Systems Officer

Office of the Public Guardian and Trustee Jan 2016 - Apr 2016

- Developed scripts using Autolt to automate the installs of major programs used throughout the office
- Replaced 75 computers for the OPGT Staff within a tight deadline, ensuring all important data was transferred and documented for future co-op students
- Researched new software for graceful shutdowns of office servers and implemented documentation on its use
- Communicated with clients of varying technological backgrounds, as well as understanding and solving their hardware/software queries

Summer Camp Teacher

Westside Presbyterian Church July 2015

- Taught Math and English to middle school students
- Supervised and maintained a safe environment for students during the camp and on field trips
- Organized and directed soccer games, painting, crafting, and origami

PROJECTS

Website Portfolio Development

- Utilized HTML and CSS to develop multiple websites from scratch
- Followed responsive and mobile-first web design principles
- Added interactivity using the Twitter Bootstrap framework as well as custom JavaScript with jQuery
- Optimized and debugged using the Google Chrome developer tools

Android Game

- Recreated popular mobile game, Flappy Bird, using Java and Android Studio with libGDX framework

Pomodoro Java Application

- Developed an application for the Pomodoro Technique which improves work/study habits and increases productivity
- Coded in IntelliJ IDEA IDE using JavaFX GUI library

