

James Kim

SYSTEMS DESIGN ENGINEERING



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SKILLS

Languages

Java, Python, C++

JavaScript, TypeScript

HTML, CSS

XML, JSP

SQL

Tools/Frameworks

Angular2, ATG, libGDX

Bootstrap, jQuery, JavaFX

Android Studio, JIRA, GitHub (Git)

EDUCATION

University of Waterloo

2015 - 2020

Candidate for BSc, Systems Design Engineering

GPA: 3.9

Relevant Courses:

Algorithms and Data Structures (Java, Python),

Digital Computation (C++),

Human Factors (User-Centered Design),

Digital Systems (C, Arduino),

ACHIEVEMENTS

Dean's Honour List

2015, 2016

Ranked 5th in Spring term 2016 and 6th in Fall

term 2015

President's Scholarship Award

2015

Achieving an admission average greater than 90%

INTERESTS

Piano

Camping

Video Games

WORK EXPERIENCE

eCommerce Developer

Rogers Communications

Sep 2016 - Dec 2016

- Improved efficiency and security of database by introducing bind variables to SQL database
- Incorporated Rogers brand and identity to newly created web applications using HTML, CSS, and JavaScript
- Maintained and bugfixed Java code for main website dealers use to sell Rogers services, resulting in smooth workflow for dealers
- Worked in an Agile software development setting using JIRA as well as the Waterfall development process

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
- Communicated with clients of varying technological backgrounds to understand and solve their hardware/software queries, as well as documenting solution for future interns

PROJECTS

Course Organizer Application

- Created with Angular2 to manage, display and add notes to courses
- Used HTTP service calls on a mock server to get course data

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

Stacker Game

- Created arcade game Stacker on the Arduino with C
- Implemented interrupts on buttons and timers to create different speed levels