

JEESOO KIM

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EDUCATION

Johns Hopkins University, Class of 2019
B.S. in Computer Science

Baltimore, MD

WORK EXPERIENCE

- Embedded Systems Summer Intern** > *Dankook University Embedded Systems Lab* **June 2017 – Current**
- Research in OS file system and cache management improvement, focusing on the use of NVM (non-volatile memory)
 - Currently writing a paper on the performance advantage of NVM in a multi-core environment in terms of latency and bandwidth, using a new memory analysis framework
- Course Assistant** > *EN 601.120 Intermediate Programming* **August 2017 – Current**
- Helping students understand C and C++ concepts and guiding thought processes during office hours and in-class exercises
 - Assisting professor in grading assignments and exams
- Web Assistant** > *JHU Krieger School of Arts & Sciences Advising* **January 2017 – June 2017**
- Managing university website through data entry and updating content using Adobe Dreamweaver
 - Improving functionality with UI/UX design
- Computational Biology Researcher** > *JHU Institute of Cell Engineering* **June 2016 – January 2017**
- Collected human RNA-seq data from mass database GEO, analyzed data through R-based CellNet pipeline
 - Debugged and edited AWS powered CellNet platform code to tailor to human data processing
 - Co-authored Nature Protocols publication “Assessing engineered cells using CellNet and RNA-Seq”

PROJECTS

- Personal Website Development** **September 2016 - Present**
- Self-taught HTML/CSS/JQuery/JS to create personal website from scratch, updating website to use Bootstrap framework
 - Original illustrations, made through Adobe Photoshop and Illustrator
- Urban Help Project: PennApps XIV** **September 2016**
- Implemented Google Maps API to return map clicks as location coordinates for crowdsourced data collection
 - Aimed to connect help organizations to disconnected individuals such as the homeless or victims of sex trafficking
 - Front-end development using HTML and CSS in order to create functional user interface
- Lunar Lander Game: Python Project** **May 2016**
- Gravity-based arcade game recreated using Python only, implemented Pygame

EXTRACURRICULARS

- Theta Tau Professional Engineering Fraternity Marketing Chair** **February 2016 – Current**
- Creating graphics for cover photos, posters, and profile pictures using Illustrator and Photoshop
 - Responsible for event promotion and managing social media
- JHU Product Development Team: Tremtex** **February 2016 – September 2016**
- Developed in-home Transcranial Direct Current Stimulation device for reducing Parkinson's Disease patients' tremors
 - Created prototype iterations using various materials, gave presentations to faculty and judges

ACHIEVEMENTS

- JHU Business Plan Competition: Third Place** **Spring 2016**
- *Medical Technology Undergraduate Track, awarded for TremTex product presentation*
- JHU BME Modeling and Design Presentation: Highest Honors** **Fall 2015**
- *Studied the human ability to detect differences in RGB levels and gave presentation to faculty*

SKILLS + COURSEWORK

- *Main Programming Languages:* Java, C, C++, Python, HTML/CSS/JS
- *Courses:* Intro to Java, Intro to Scientific Programming (MATLAB, Python), Data Structures, Intermediate Programming (C, C++), Computer System Fundamentals, Automata and Computational Theory (current), Intro to Algorithms (current), Object-Oriented Software Engineering (current), Databases (current)