

# JENNIFER KIM

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## EDUCATION

**University of California, Los Angeles (UCLA)**

Expected June 2024

*B.S in Computer Science*

- GPA: 3.67/4.0, Dean's Honor List
- Relevant Coursework: Computer Graphics, Linear Algebra, Data Science, Artificial Intelligence, Object-Oriented Software Development, Data Structures, Computer Architecture, Algorithms and Complexity, Data Management Systems, Discrete Structures, Operating Systems, Logic Design of Digital Systems, Formal Languages and Automata Theory, Computer Networks

## PROJECTS

### Animated 3D Block

- Programmed a user-interactive animation game reminiscent of Bloxorz by utilizing WebGL
- Executed 3D rendering of a block exhibiting translational and rotational movements on a dynamic platform
- Managed interactions between the block, goal, and platform by implementing collision detection algorithms

### Ray Casting with Cats

- Developed a goal-driven maze game employing raycasting techniques in C to provide a 3D perspective
- Produced on-screen visuals through the use of OpenGL for rendering graphics and linear algebra to calculate ray line strips
- Provided an engaging experience by incorporating sprites with varied attributes and behaviors, influenced by user interactions

### Portfolio Website

- Produced a website showcasing a 3D model crafted with Blender and integrated with Three.js
- Animated components by incorporating motion packages to the Next.js application

### Curiosity

- Collaborated on developing a user-centric mobile application that offers personalized exploration of local activities
- Led the front end development by designing and managing app layout, handling user input processing, and interfacing with the back-end database through API calls for seamless data interactions
- Utilized Android Studio to deploy and execute the app with React Native

## EXPERIENCE

**Atlassian** | *Software Engineer Intern - Trello Ecosystem*

June 2023 - September 2023

- Implemented concurrent custom field updates for users by developing and deploying a RESTful API within the Trello platform using Javascript
- Proficiently diagnosed, debugged, and resolved front-end bugs within the JIRA platform utilizing Trello
- Developed and designed a comprehensive TypeScript-based Google Drive Editor Extension package for seamless integration within Confluence and Trello environments

**Daily Bruin** | *Software Engineer Developer - Online Main Site*

January 2022 - Present

- Leveraged JavaScript to translate designers' conceptualizations into functional code and deploy featured web pages
- Methodically optimized website page layouts by investigating component errors and sizing discrepancies within the CSS framework

**Marvell Technology, Inc.** | *Firmware Engineer Intern - NAND Solutions*

June 2022 - September 2022

- Created Firmware package for Voltage Threshold collection on NAND cards by aggregating existing Python test scripts and delivering a combined output
- Wrote a test script to determine the optimal read level on NAND cards by parsing millions of data points using Python libraries
- Authored a comprehensive guide detailing the setup process for a Firmware testing environment. This involved gathering research on both hardware and software configurations

## SKILLS

- Programming Languages: C++, C, Javascript, Typescript, Python, CSS, SQL
- Technical: WebGL, OpenGL, Three.js, Blender, Spline, Linux/Unix, Shell, HTML, Visual Studio, XCode, PyCharm, ReactJS, React Native, NextJS, Node, MySQL/PostgreSQL, Firebase, LISP, Relational Algebra, Git/Github, Verilog, Jupyter Notebook, Arduino IDE, Ubuntu, Docker, Postman