

John Kim

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Education

University of California, San Diego

B.S. in Computer Science

Sept 2013 - Present

Expected Graduation Date: Winter 2015

Relavant Courses

CSE 100 - Advance Data Structure

CSE 140 - Components and design in digital systems

CSE 132a - Database Systems Principles

CSE 130 - Prog. Lang. (Principles and Paradigms)

CSE 120 - Operating System

CSE 127 - Internet Security

CSE 101 - Algorithms

CSE 140L - Digital systems lab

CSE 105 - Theory of computation

CSE 110 - Software Engineering (Android)

CSE 141 - Computer Architecture

CSE 190 - Mobile Development

Activities/Organizations

Android Studio – *Android Development Club*

- Fall 2013 _ Present

- Head of Education Department – Teach new members the Android features and how to develop apps
- Cooperate in groups to develop new Android apps (Study Buddy, Demo App, Brickpuncher)

UCSD Hub Network pitch contest

- Fall 2013

- App idea that Gamifies user's daily goals and Bucket-List
- Tied 1st-place at Hub-network elevator pitch competition hosted by Rady's Business School of UCSD.
- \$500 award for 1st place

Personal Projects

Routie

- Winter 2014

- Routine is a travel app that focus on organizing your pre travel plans and guide you during your travel.
- Android, Parse, Yelp, Bing, Facebook api were used to create a front page which explains the website and gather potential user informations.

CSELab waitlist

- Fall 2014

- Used php, html, javascript, and css to create a simple webpage for more efficient waitlist system for students.

Study Buddy -android-

- Fall 2013

- Friendly flash card app with pop up notification.
- Used SQLite and Parse to store and save data, stack manipulation to reduce activity stack/cycle for better app flow, and designed the overall aesthetics.
- As Project leader, Micro-managed and delegated tasks and responsibilities to teammates.

Place-its -android-

- Spring 2014

- Google map interactive planner app. Google app-engine for client server communication. implemented notification function that is triggered by user's geo-location using geo-fencing. Used Google and Android Api.

Work Experience

Elm -android-

- Spring 2014

- Developed a minimal viable product for an infant stage start-up.
- Created simple UI and design to micmic app flow and functionalities.

Interests

Programming Languages: Java, C, C++, GDB, Git, Python, Ocaml, HTML, PHP, CSS, JavaScript, SQLite.

Profiles: <http://www.euiwonkim.com/>