Jin Kim

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EDUCATION

NEW YORK UNIVERSITY   NEW YORK, NY

Major: B.S. Computer Science, **Minor**: Mathematics   *Expected Graduation: May 2021*

Major: M.S. Computer Science   *Expected Graduation: May 2022*

GPA: 3.59

Relevant Coursework: Data Structures and Algorithms, Object Oriented Programming, Data Analysis, Discrete Mathematics, General Engineering, Computer Architecture, Design/Analysis of Algorithms, Database Systems, Operating Systems, Machine Learning, Software Engineering

Accomplishments: Deans List, Honors Program

Affiliations: Honors Program, Poly Competitive Programming Club, Tech@NYU

PROFESSIONAL EXPERIENCE

NYU MOBILITY APP   NEW YORK, NY

iOS Developer Intern / Student Researcher   *Mar. 2020 – present*

- Interned under faculty professors specialized in human computer interaction to develop an iOS application for NYU Langone low vision patients and Lighthouse specialists to track mobility data to their clients
- Researched/tested sensors, frameworks, and modules to maximize app performance and accuracy
- Built and managed a database to hold clinician and specialist data using Firebase Database, Firebase Storage and AWS
- Analyzed and visualized data sets to pinpoint data inaccuracies and detect mobility patterns
- **Utilized: Swift, HTML, CSS, JavaScript, Node.js, Express.js, Heroku, AWS**

EDGI LEARNING   NEW YORK, NY

Software Engineer Intern   *Nov. 2020 – Feb. 2021*

- Created a mobile application for students to view their account information, check leaderboard standings, and save their referral code
- Built an automated Flask tool for discussion leaders to see significant discussion statistics such as time spoken, total word count, topics discussed and track engagement
- Designed database model to store all meetings and discussions in MongoDB, and wrote scripts to summarize database entries
- **Utilized: Swift, React, React Native, Flask, Python, MongoDB**

NYU GENERAL ENGINEERING DEPARTMENT   NEW YORK, NY

Technology and Engineering Forum Teaching Assistant   *Sept. 2019 – Dec. 2020*

- Taught a class of 15 in discussions and workshops every other week, while maintaining records for over 100 students
- Corresponded with students to guide them through a semester-long project and assist them in designing and prototyping

PERSONAL PROJECTS

FASHION LOOKBOOK

- Built a full stack application that allows users to group fashion pieces from various sites such as Grailed and Etsy
- Designed a recommendation algorithm to find new brands based on previous selections, by categorizing different styles
- Implemented a front-end with a dashboard and a back-end that enables fashion pieces to be archived
- **Utilized: JavaScript, MongoDB, Express.js, React.js, Node.js, HTML, CSS, Git**

CHESS ENGINE

- Wrote a chess engine using the Minimax game theory algorithm, optimized with Alpha-beta pruning for more depth
- Designed to fit different playing styles and chess theory by recreating most commonly used openings and defenses
- **Utilized: Python, Pygame**

KEY SKILLS

- **Computing Languages (Most comfortable to least):** C++, Python, Swift, JavaScript, C, Java, Ruby, MIPS Assembly
- **Frameworks/Libraries:** MongoDB, Firebase, AWS, SQL, NumPy, Pandas, Matplotlib, Express.js, React.js, React Native, and Node.js
- **Software/Tools:** MySQL, MS Office, PHP, HTML/CSS, Jupyter Notebook, Git, LaTeX
- **Natural Languages:** English, Korean (Proficient)