

Jin Kim

400 Broome St. Room 907B New York, New York 10013
(415) 656-9966 · jinkim@nyu.edu · jinkim.io · <https://github.com/jinsung-kim>

EDUCATION

NEW YORK UNIVERSITY

NEW YORK, NY

Major: B.S. Computer Science, **Minor:** Mathematics
GPA: 3.59

Expected Graduation: Dec 2021

Relevant Coursework: Data Structures and Algorithms, Object Oriented Programming, Data Analysis, Discrete Mathematics, General Engineering, Computer Architecture and Organization, Design and 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

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 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

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
- **Software/Tools:** MySQL, MS Office, PHP, HTML/CSS, Jupyter Notebook, Git, LaTeX
- **Frameworks/Libraries:** MongoDB, Firebase, AWS, SQL, NumPy, Pandas, Matplotlib, Express.js, React.js, React Native, and Node.js
- **Natural Languages:** English, Korean (Proficient)