John (Junseong) Kim

Passionate and self-motivated for learning about innovative technologies, eager to take on challenges.

📞 778-990-1550

✉️ junkim0109@gmail.com

🔗 https://www.linkedin.com/in/johnjskim/

🔗 https://github.com/jka157

TECHNICAL SKILLS

Software

- C/C++
- Python
- HTML5 & CSS
- OpenGL
- TensorFlow/Keras
- MATLAB

Tools

- Git/Github
- Confluence
- Visual Studio
- Xcode / MacOS
- Eclipse / Linux
- MS Suite, Google suite

EDUCATION

Simon Fraser University
Burnaby, BC
Sept 2014 – April 2021

- Bachelor of Applied Science, Systems Engineering
- Transferred from Chemistry in May 2017

TECHNICAL WORK EXPERIENCE

Technology Strategy: Engineering Co-op Student
TELUS, Burnaby, BC   **Aug 2019 – April 2020**

- Improved usability and accessibility for engineers and technicians by transitioning existing documentation libraries from Sharepoint to Confluence
- Customized and enhanced the UI and workflow within Confluence using Atlassian tools from research and development in an agile project environment
- Resolved questions from users with an in-depth understanding of Confluence as an administrator
- Outlined and created training processes for teams and users to aid the onboarding to Confluence

Junior QA
CTDI, Richmond, BC   **Jan – April 2018**

- Received hands on training to handle professional equipment as well as software required for testing and debugging hardware necessary to meet consumer-ready requirements
- Developed a test case along with a QA senior for new equipment to identify common bugs and corresponding troubleshooting methods
- Observed the operation and logistics of refurbished consumer products and the impact each job carries to the final product

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PROJECT EXPERIENCE

Reversi with AI
Artificial Intelligence Survey, SFU   **June 2020**

- Designed a tic-tac-toe program in Python that can simulate hundreds of moves using random playouts to choose the move with the best probability of winning
- Successfully implemented the program so that the program never loses against a human player

Route Planner for Practical Ride-Sharing Applications
Introduction to Decision Making in Engineering, SFU   **May – Aug 2019**

- Designed an algorithm in C++ to calculate various variables and make the corresponding utility maximizing decision
- Simulated a real-world application of a decision agent replicating a ride-sharing platform through OpenGL
- Investigated and recorded additional future applications and improvements to reflect more variables that can affect ride-sharing applications