Ji Im

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EDUCATION

Drexel University, *Bachelor of Science in Computer Science, Cum Laude*   Philadelphia, PA (September 2019 - June 2024)

WORK EXPERIENCE

Full Stack Developer, *RightOn Education*   Philadelphia, PA (April 2022 - January 2024)

- Developed and deployed full-stack, responsive web and mobile applications using React, React Native, and JavaScript, improving cross-platform user experience and cross-browser compatibility
- Integrated AWS AppSync and GraphQL subscriptions to manage real-time data, enhancing user engagement with live leaderboard and dynamic graph features
- Collaborated closely with cross-functional teams in an Agile environment to deliver customer-focused features, improving user experiences with Storybook and maintaining code quality with testing

Software Developer, *Framewrk*   Remote (April 2023 - September 2023)

- Built a mobile app feature, with interactive elements that improved user engagement in daily health exercises
- Customized a React web application display using HTML and CSS, which improved user onboarding and personalization
- Conducted in-person usability testing with product and design teams, translating insights into actionable JIRA tasks

PROJECTS

Front-end Developer, *CampUs*   Philadelphia, PA (September 2023 - June 2024)

- Delivered a full-stack React Native mobile app using TypeScript and Figma, building features with a focus on code reliability and conducting unit testing with Jest
- Created a project plan and a software requirements specifications document for a cross-functional team and successful delivery of end-user functionalities
- Actively engaged with stakeholders to gather and translate product preferences into software designs and customer requirement documents for non-technical audiences

Full Stack Developer, *The Game*   Philadelphia, PA (September 2023 - November 2023)

- Collaborated with a team to build a card game web application using JavaScript and Node with Express
- Conducted meetings and delegated tasks while considering progress and workloads to ensure success of milestones
- Enhanced user engagement through features like private game rooms and instant chat functionality

Project Manager and Game Developer, *Meteoroids*   Philadelphia, PA (September 2022 - November 2022)

- Led a team to develop an interactive game using Lua and the LÖVE game engine, targeting young audiences
- Designed gameplay rules, visual assets, and player interaction frameworks
- Established streamlined workflows using Git, facilitating parallel development among team members

SKILLS

Programming Languages: Python, Java, Racket, JavaScript, TypeScript, SQL
Web Development: HTML, CSS, API, React JS, React Native, Expo, Node, Express, MUI
Tools/Platforms: AWS, Xcode, Git, GitHub, Figma, Storybook, Unix/Linux, Slack, PostgreSQL

INVOLVEMENT

Choreographer and Dance Teacher, Filipino Intercultural Society of Drexel University (2021 - 2023)
Vice President, Action Team Leading Asian Solidarity/APIDA Caucus (2020 - 2023)
Performing and Fine Arts Committee Board Member, Campus Activity Board (2020 - 2023)