Junyeong Kim

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EDUCATION

The University of North Carolina - B.S., Computer Science | **Minor***: Information Systems*   Chapel Hill, NC | **GPA:** 3.84
Golden Door Scholar
Relevant Courses: Operating Systems (Linux), Computational Photography, Models of Languages and Computation, Foundations of Programming, Algorithms & Analysis

Wake Technical Community College - A.S., Science and Engineering   Raleigh, NC | **GPA:** 3.93

WORK EXPERIENCE

Entrepreneurial Fellow | Road to Hire | *Fort Mill, SC*   Summer 2023
- Established a freelancing business delivering full-stack web solutions for a variety of projects, including small business websites, single-page applications, and UX/UI design.
- Designed a dynamic personal portfolio website leveraging React.js, showcasing various projects such as a task management application and MERN stack application.

Web Developer Intern | Arbol | *Buffalo, NY (remote)*   Jul 2022 - Oct 2022
- Utilized Webflow to redesign Arbol's website, increasing user engagement metrics by 40%.
- Developed custom interactions and animations, such as dynamic slide-in menus and form transitions, to enhance user experience and gathered product requirements from multiple external users.

Technical Fellow | Road to Hire | *Fort Mill, SC (remote)*   Jun 2022 - Aug 2022
- Launched a nail salon website using JavaScript and Google Maps API to provide location-based services, enabling users to find the nearest salon based on the geographical area.
- Co-led development of custom interactive features, particularly an online appointment booking system, and detailed service menus, boosting user engagement and customer satisfaction by 30%.

Technical Fellow | Road to Hire | *Fort Mill, SC (remote)*   Jun 2021 - Aug 2021
- Engineered a front-end personal portfolio website and collaborated in multiple small group projects with 50+ interns, including an RPG game using Python with integrated user input for interactive gameplay.
- Conducted code reviews, provided constructive feedback, and served as a code approver. Enhanced the overall quality and maintainability of the RPG game's Python codebase by optimizing core game mechanics.

PROJECTS

Desk Reservation System | *Angular, FastAPI, PostgreSQL, Docker, OpenShift*
- Developed a desk reservation system for UNC Chapel-Hill's CS Experience Lab website utilizing Angular and Python FastAPI framework, serving an average of 300 users.
- Ensured reliable back-end RESTful server-side API with unit tests and integration tests under simulated user loads.
- Improved database performance by 25% and reduced data redundancy by 10% with PostgreSQL optimizations.
- Managed deployment using Docker containers and OpenShift, ensuring scalable, consistent, and efficient application deployment across multiple environments.

Oh, Nonograms! | *Java, JavaFX, Apache Maven*
- Led the design and development of an object-oriented single-player logic puzzle game, Nonograms, featuring intricate puzzles by leveraging the JavaFX library for Graphical User Interface (GUI).
- Implemented a Model-View-Controller (MVC) design pattern for modularity and maintainability.
- Integrated Maven for streamlined build automation and dependency management, bootstrapping efficient project setup, and continuous integration (CI).

Personal Portfolio | *React.js, Node.js*
- Engineered the front end using React.js, developing dynamic UX/UI.
- Structured a contact form functionality using Node.js Nodemailer for easy user communication.
- Hosted the website with a custom domain for improved online visibility and project showcasing.

SKILLS

Programming Languages: Java | Python | C | JavaScript | MATLAB
Tech/Tools: Node.js | React | Angular | Git | JUnit5 | PostgreSQL | MongoDB | MySQL | NoSQL | Docker | Kubernetes | RESTful API
Language: Korean - *native/bilingual proficiency* | English - *native/bilingual proficiency*