

Katie Kim

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EDUCATION

UC BERKELEY

B.A. COMPUTER SCIENCE

B.A. MOLECULAR AND CELL BIOLOGY:

BIOCHEMISTRY

Class of 2021 | Berkeley, CA

GPA: 3.401

COURSEWORK

COMPLETED

BIOENG 131: Introduction to

Computational Molecular and Cell Biology

CS61A: Structure and Interpretation of
Computer Systems

CS61B: Data Structures

CS61C: Machine Structures

CS70: Discrete Mathematics and
Probability Theory

CS170: Efficient Algorithms and Intractable
Problems

CS184: Foundations of Computer Graphics

CS188: Introduction to Artificial Intelligence

CS370: Introduction to Teaching Computer
Science

DS100: Principles and Techniques of Data
Science

EE16A: Designing Information Devices and
Systems I

Math 53: Multivariable Calculus

IN PROGRESS

CS161: Computer Security

SKILLS

PROGRAMMING LANGUAGES

Java • Python • C • C++ • Assembly • SQL
Lisp(Scheme) • Javascript

DEVELOPER TOOLS

Django • React.js • HTML/CSS • AWS
Node.js • MongoDB • Firebase • Flutter

MODELLING AND GRAPHICS

OpenGL • WebGL • Three.js
AutoCAD • Solidworks

LANGUAGES

English • Korean • French

LINKS

GitHub:// [katiejk99](#)

LinkedIn:// [katiekim99](#)

EXPERIENCE

LUNCHABLE, INC. AT BERKELEY SKYDECK

FULL STACK INTERN

May 2020 - August 2020 | Berkeley, CA

- Managed the SWE team of 6 interns and oversaw full stack development of Lunchable's new webapp from scratch until deploying the app on Week 6.
- Backend in Django framework with AWS RDS; frontend in React.js framework, using Django REST APIs to pull data; deployed on AWS Elastic Beanstalk.

PRODUCT DEVELOPMENT @ BERKELEY

VICE PRESIDENT, PROJECT MANAGER

January 2020 - Present | Berkeley, CA

- As PM, led the consulting team for Lunchable, Inc's mobile app, managing backend development, frontend engineering, and user data analysis. (See Lunchable).

POLITICAL COMPUTER SCIENCE @ BERKELEY

PROJECT MANAGER, INTERNAL VICE PRESIDENT

September 2018 - December 2019 | Berkeley, CA

- As PM, managed a team of 6 and oversaw weekly project meetings and workshops.
- As IVP, managed finances and budget, facilitated weekly internal meetings, and organized social events to foster a positive social environment for members.

UC BERKELEY EECS DEPARTMENT

ACADEMIC INTERN

June 2018 - Present | Berkeley, CA

- Assisted students in weekly labs and office hours for CS61A in Python, SQL, and Scheme for 4 semesters since Fall 2018.
- Assisted students in weekly labs for CS10 in Snap! and Python in Summer 2018.

NOTABLE PROJECTS

2D SMOKE SIMULATOR Summer 2020 | CS184

- Created a 2D smoke simulator using Three.js and WebGL modelling a fluid system with zero viscosity based on the Navier-Stokes equations.
- Implemented a GUI to control which internal value (temperature, etc.) colorized.
- See Github://[katiejk99/smoke-simulator](#)

LUNCHABLE Spring 2020 | PD@B, consulting for Lunchable, Inc.

- Integrated a chat feature on the Lunchable mobile app for matched users.
- Processed thousands of data points and wrote an algorithm to match people for virtual meet-ups during the 2020 COVID19 shelter-in-place order.

ROLL CALL Spring 2019 | PCS @ Berkeley

- Developed an open source Python package to develop and visualize network graphs of Congressional voting blocs comparing various ML clustering algorithms.
- See Github://[PoliticalComputerScience/RollCall](#) and Medium://[@roll.callv2](#)

ENGINEERING ACTIVISM Fall 2018 | PCS, consulting for Gather Activism

- Built a hybrid feature-based/collaborative recommender system to predict recent pieces of legislature a user was likely to take interested in based on the user's past interests using Python, which was then pipelined into an API hosted on AWS.