Kenny Kim

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OBJECTIVE

My goal is to learn about and get experience in as many topics in software and hardware as possible, to become the ultimate Full-Stack Engineer. To get there, I am currently seeking new opportunities in software engineering for the Summer of 2020.

EXPERIENCE

MOOG - Software Engineer
May 2019-August 2019 | Rochester, NY

- Designed and created a web app using Vue, Vuetify, and Sass.
- Configured multiple Azure DevOps services to handle data from multiple IoT devices.
- Created dozens of unit tests for C# applications using MSTest and dotCover.

FRIENDZONE - Application Developer
January 2019-May 2019 | Rochester, NY

- Made a mobile application using Google Flutter and Dart.
- Built a scaleable backend with Spring Boot and AWS RDS.
- Conducted 100 customer discovery interviews for product validation.

THE CONSTRUCT - Lab Manager
September 2018-January 2019 | Rochester, NY

- Maintained and repaired 10 3D-Printers.
- Instructed users on how to operate laser-cutter and power tools.

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY
Rochester, NY
Mechanical and Computer Engineering (BS. Applied Arts and Sciences)
Expected May 2021 | GPA: 3.22

SKILLS

Python • C# • Dart • Java • JavaScript
HTML • CSS • Sass • Vue
Azure Dev Ops • Heroku • AWS
Arduino • Raspberry Pi • Teensy

PERSONAL PROJECTS

PERSONAL SITE (/PersonalSite_Map)
April 2019-Ongoing

- Using anime.js and advanced JavaScript to create interactive and responsive elements.
- Designed map theme and vector drawings with Adobe Illustrator.

ELECTRIC TYPEWRITER PC (/TypewriterPC)
December 2018-Ongoing

- Building a desktop computer inside of an electric typewriter.
- Designed, cut, and assembled an acrylic monitor case.
- Wired the keyboard and programmed a Teensy to be a USB device.

THERMAL SYSTEMS CONTROL BOARD (/KspReadout)
September 2018-December 2018

- Stream live data from a running Kerbal Space Program game to a microcontroller.
- Wrote a program to parse a custome message schema.
- Wired it to interface with various gauges, lights, and an LCD display.

FPS GAME CONTROLLER (/FPS-Nerf-Controller)
March 2018

- Installed and wired a Nerf blaster with accelerometer, thumbpad, and buttons.
- Programmed an Arduino microcontroller to act as an USB controller.

ACTIVITIES

STUDENT GOVERNMENT
August 2019-Ongoing

- Representing a college and 700 constituents as Senator.
- Coordinating and leading events department-wide with students and staff.
- Participating in Student Affairs and Technical Committees to improve student experience on campus.

COMPUTER SCIENCE HOUSE
January 2019-Ongoing

- Continuously improving software skills by working with and helping members.