Eunyul (Estelle) Kim estellekimdev.com | (714) 719-5688 | kestelle@sas.upenn.edu

University of Pennsylvania, c/o 2027 GPA: 3.5 / 4.0
Dual MSE + BSE: Computer Information Science, Digital Media Design (Computer Science & Graphics)
Coursework: Algorithms & Data Structures, Advanced Computer Graphics, Computer Systems, Computer Vision

WORK EXPERIENCE

Data Engineering Intern @ Southern California Edison — **Rosemead, CA**   **2025**
  - Designed and optimized ETL pipelines serving a utility with 15M residents.
  - Independently learned SQL in 2 days, worked with stakeholders to deliver 10+ engineering solutions.

Frontend Web Developer @ Children's Hospital of Philadelphia — **Philadelphia, PA**   **2025~**
  - Developing ML-driven research management hub for autism studies using React, TypeScript, and REST APIs.
  - Implemented scalable data visualization & state management components to streamline researcher workflow.

Undergraduate Business Development & Marketing Intern @ FlexIt Inc. — **New York, NY**   **2024**
  - Drafted Q4 stakeholder report and investor communications for a late-stage startup.
  - Identified potential partners through research, created detailed partnership strategies, and facilitated meetings.
  - Proposed + implemented UI features and marketing graphics such as a new search bar and promotional cards.

ACTIVITIES

Vice President External, 3x Project Lead, Full-Stack Developer @ UPenn Spark   **2024~**
  - Manage corporate relationships and partnerships for Penn's largest community of creative devs and designers.
  - Led 3 full-stack product teams; scoped features, shipped apps to hundreds / thousands of users.

Industrials Committee @ Wharton Investment & Trading Group   **2024~**
  - Applied financial modeling + competitive analysis, and pitched in intercollegiate competitions.

Board Member @ UPenn Women in Computer Science Residential Program   **2024**
  - Founded faculty speaker series; organized technical workshops.

Governmental Affairs Director @ California Association of Student Councils   **2024**
  - Authored & passed 3 CA laws, facilitated a 20-organization coalition including ACLU and Human Rights Watch.

PROJECTS

OpenGL Mini Minecraft — C++, OpenGL, GLSL   **2024**
  - Ground-up voxel game engine with custom rendering pipeline. Team of 3.
  - Built VBO-based terrain system, procedural sky shaders, and real-time water waves & reflections.

Internet Atlas — Three.js, D3.js, React, Pinecone, FastAPI, Supabase   **2025**
  - Technical PM for a 3D graph visualization interface exploring large-scale browsing data (300 nodes, 1000+ edges).
  - Designed custom ML pipeline embedding the feel and ambiance of a website based on visual and textual data
  - Built an interactive 3D force-directed graph with custom camera movements, interactions, and SVG animations

Into the Blue: Virtual Museum Experience — React, Node.js   **2024**
  - Developed browser-based storage and scalable camera-to-sticker pipeline for museum exhibition experience.
  - Currently maintaining production deployment for 9+ months for 180k visitors with consistent performance.

SKILLS/ACHIEVEMENTS

Languages: Python, C++, Java, TypeScript, JavaScript, SQL, GLSL, OCaml, C
Frameworks: React, Vue.js, Next.js, React Native, Node.js, Django, PostgreSQL, MySQL, Supabase, OpenGL, WebGL
Concepts: Algorithms & Data Structures, Rendering Pipelines, Full-stack Web & App Development, Machine Learning, Data Pipelines, User Interface Development, Computer Graphics, Ray-Tracing, GPU Rendering, Multithreading
Tools: Figma, Adobe Creative Suite, Maya, Docker, AWS, Github, Git, Arduino (Electronics), Blender, TouchDesigner
Achievements: 3× AIME qualifier (top 2.5% nationwide); Korean TOPIK II Level 6 (highest).