

# HAN DOLE KIM

(858) 997-6943

[kimhandole@gmail.com](mailto:kimhandole@gmail.com)

[WEBSITE](#)

[LINKEDIN](#)

[ANGELIST](#)

[GITHUB](#)

## EXPERIENCE

### iOS Engineer

*Globaleur*

Apr - Oct 2019

*Santa Clara, CA*

- Implemented MVP from scratch using Swift 5: login, travel planning, profile and settings, my-trips
- Integrated backend API to show 20,000+ cities, tours, and activities in 450+ destinations
- Used Swift 5, Alamofire, 3rd party libraries, Google API, and Facebook API

### Front End Web Developer - Internship

*Global TIES - Teams in Engineering Service*

Jan - Mar 2017

*La Jolla, CA*

- Extended default styling and functionality of energy saving calculator with custom CSS to provide users with an accurate, informative, and intuitive UI for the quick consumption of energy data over time

### Front End Web Developer - Internship

*University of California, San Diego Interactive Cognition Lab*

Sept 2015 - Jan 2017

*La Jolla, CA*

- Implemented responsive front-end design, input key sounds, block screen, lock keyboard input, and user auth
- Optimized shape of front-end components to minimize load-time for application process, actively being used on Amazon Mechanical Turk

## EDUCATION

### BS Computer Science

*University of California, San Diego*

2013 - 2017

*La Jolla, CA*

## SKILLS

JavaScript, HTML5, CSS3, React, Redux, Ruby, Rails, SQL, MongoDB, Node.js, Swift, Java, C, C++, Python

## PROJECTS

**Dino Forest** (HTML5, CSS3, JavaScript)

[live](#) | [github](#)

*Dino Forest is a endless runner game inspired by Google Chrome T-Rex game*

- Integrated 10 layers of backgrounds to render 3D visual effects on 2D canvases
- Engineered layers of gaming complexity through the introduction of game state changes that rely on OOP techniques and collision calculations
- Decreased graphic rendering lag through the use of HTML5 Canvas and animation frames, resulting in a more realistic gaming experience
- Developed collision detection algorithm for sprite characters, and integrated with keystroke event listeners to move player

**Sweett** (MongoDB, Express, React, Redux, HTML5, CSS3)

[live](#) | [github](#)

*An employment time management web app for software developers*

- Implemented local strategy for user authentication with Passport.js, using BCrypt for password hashing
- Wrote model level validations to check for inclusion of password/email upon login using the Validator.js library
- Implemented User Auth by encrypting user details via the JSON Webtoken library to be sent over HTTP using Axios to be decrypted via the JWT-Decode library on the frontend

**Itsy** (Rails, React, Redux, HTML5, CSS3)

[live](#) | [github](#)

*A web app inspired by Etsy (clone)*

- Ensured user privacy and autonomy through frontend and backend authentication measures and React Router, allowing users to only access and make changes to their own reservations when logged in
- Managed shops and products, CRUD through custom transactional database operations using Active Record and PostgreSQL

**MarsCam** (Swift)

[app store](#) | [github](#)

*An iOS app renders real Mars photos by NASA Mars rovers*

- Integrated NASA API with custom search functionality to dynamically present Mars photos based on earth date and Mars rover