

Kimin Lee

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Availability: May - August 2021 | kiminlee.com

EDUCATION

Northeastern University, Boston, MA Sept. 2018 - Present
Khoury College of Computer Sciences Expected May 2022
Bachelor of Science in Computer Science and Game Development
Honors: GPA: 3.8/4.0 | Dean's List
Relevant Courses: Object-Oriented Design, Algorithms and Data, Computer Systems, Game Programming, Database Design, Mathematical Fundamentals in Games, Foundations of Data Science, Business of Games

COMPUTER KNOWLEDGE

Languages: Java | JavaScript | C# | C++ | C | Python | SQL | HTML | CSS | TypeScript | Bash
Applications: Unity | React | Git | Redux | Vue | Microsoft Azure | Azure DevOps | Visual Studio Code | Visual Studio | Unreal | AWS | Atlassian Tool (Jira, BitBucket) | Adobe Creative Cloud (Photoshop, Illustrator) | Figma

EXPERIENCE

Software Engineer (Cloud Services) Co-op, *Avigilon, a Motorola Solutions Company*, Somerville, MA July 2020 - Present

- Build and optimize a SaaS cloud-based surveillance video camera management service with advanced video analytics using React & C#
- Engineer an architectural system to allow subscriber admin users to simultaneously manage subscriptions for multiple camera sites
- Overhaul the client code with ASP.NET Core SignalR and the Redux infrastructure to display the most up-to-date data to the users
- Remodeled the service provider administration layout and data structure to increase flexibility in personalized user profile manipulation

Software Engineer and Developer, *Code 4 Community*, Northeastern University, Boston, MA Sept. 2019 - Present

- Develop software solutions for non-profit organizations within Boston (Urban Forestry Management & Event Registration Software)
- Design and structure a REST API with JOOQ and PostgreSQL to fetch data from the backend and database for long-term management
- Establish over 3000 lines of Maven automated JUnit tests utilizing Mockito, which are being used for test automation through Travis CI
- Create the club website twice (c4cneu.com) with a focus on front-end design and UX using Vue, React, TypeScript, and Material-UI

Undergraduate Research Assistant, *Khoury College of Computer Sciences*, Boston, MA Sept. 2019 - July 2020

- Produced an explorative educational 3D programming puzzle game (maysjourney.com) with Unity for game education research
- Collected and applied user playtest data to Markov Chain and analyzed player habits for educational gameplay in computer science
- Outlined and constructed 8 new coding puzzle levels by coding new puzzle algorithms and implemented a visual novel narrative system
- Pioneered a player customization mechanic that allows the player to choose from different hair styles, clothing options, and colors

PROJECTS

Narcoleptic Nummies (*GMTK Game Jam 2020*) - Top 8% presentation | Top 15% overall July 2020

- Constructed a 2D puzzle platformer in Unity and C# with 7 complex levels within 48 hours, while raising awareness for narcolepsy
- Programmed the enemy AI for unique 2D movements and for switching the enemies into collectables at randomly timed intervals
- Implemented the UI/UX functionality of the in-game UI, main menu, and pause menu by displaying the current level and score
- Advanced the player movement mechanism to store and execute player inputs that are made just before when the player is grounded

Defense Horizon April 2020

- Created a first person shooter tower defense game with 3 unique levels and multiple projectile weapons including power-ups in Unity
- Built a responsive and adaptive enemy AI algorithm with the finite state machine (FSM) model and pathfinding via the navigation mesh
- Programmed and structured the weapon projectile physics, weapon and turret shop system, turret healing mechanic, and 3D animation

Bento (*HackBeanpot 2020*) Feb. 2020

- Developed a software providing over 40,000 recipes with the ingredients you currently have to minimize food waste within 48 hours
- Web scraped recipes with multiprocessing using BeautifulSoup in Python and created a database with TinyDB in a JSON format
- Designed and implemented the front-end using React and Blueprint/Pose Library for a simplistic, yet modern and responsive UI/UX

LEADERSHIP

Organizer - Sponsorship, *HackBeanpot*, Boston, MA April 2020 - Present

- Organize an annual hackathon by acquiring funding through forging connections with local and global technology companies
- Coordinate hacker registration and revamp the sponsorship system for a virtual hackathon while maintaining high sponsor engagement
- Lead and coordinate the judging system by formulating a distribution algorithm to equitably weigh judge evaluations for the hackathon

ADDITIONAL INFORMATION

Interests: Guitar | Soccer | Hot Springs | Karaoke | Anime | J-Pop | K-Ballad | Asian Cuisine | Secret Identity Board Games
Foreign Languages: Korean and Japanese (Native), Spanish and Cantonese/Chinese (Beginner)