

June Kim

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Summary

Applied AI Engineer specializing in RAG pipelines, agentic workflows, and LLM-powered data systems. 10+ years of software engineering at Google, Loom, and high-growth startups. Builds production AI systems that ship.

Work Experience

Independent Contractor

Applied AI Engineer

2025 – present

- Anyteam.com: Designed and shipped an accessibility data pipeline for the Sales OS and a browser-extension-based web scraper to ingest and retrieve domain knowledge via Retrieval-Augmented Generation.
- Buildbetter.ai: Built 4 third-party integrations (Circle.so, Notion, Front, Attio) with incremental sync, OAuth2 flows, and deduplication, expanding the platform's customer data ingestion surface.
- Developed AI-powered field classification system using LLMs to automatically map import columns with confidence scoring, and prototyped custom AI agents for customer signal analysis.
- Shipped CI/CD quality gates, E2E testing infrastructure, and reusable developer tooling (Claude Code skills for log querying, migration gen, CI failure analysis).

Little Bird Software

AI Engineer

2024 – 2025

- Designed and implemented agentic data ingestion pipelines, utilizing LLM-based condensation (Claude, GPT-4, Gemini Flash) and deduplication to reduce noise by 90%, directly improving RAG retrieval accuracy and chat grounding.
- Architected macOS and Chrome integrations (Swift, Tauri, Rust) using Accessibility APIs to enable real-time context injection for AI agents.
- Developed core Python backend services for prompt orchestration and object deduplication, leading infrastructure migrations with zero user downtime.
- Built end-to-end RAG ingestion pipeline: filtered, extracted, parsed, and condensed unstructured desktop accessibility data into a searchable vector store.

Loom

Senior Software Engineer

2022 – 2023

- Optimized core video infrastructure, increasing system reliability from 97% to 99.7% via multi-resolution UI implementations and Shaka Player interfacing.
- Architected a full TypeScript refactor of the Electron desktop app, reducing maintenance overhead and improving cross-platform performance.

Youtube / Google

Software Engineer

2019 – 2022

- Re-architected the YouTube iOS app's rendering layer (C++ / TypeScript), reducing UI deployment cycles from months to days.
- Directed the launch of a high-visibility Premium sign-up framework, resulting in a 2% lift in conversion rates impacting 50M+ users.
- Conducted dozens of technical interviews for L3/L4 engineering candidates, helping scale the Music & Premium organization.

Earlier Experience

- **Loop Now Technologies (Firework)** – React Native & iOS Engineer (2018–2019). Built cross-platform UI features; patented video view technology.
- **Lipsi Technologies – Senior iOS Developer** (2016–2018). Scaled anonymous messaging app to #1 Lifestyle on App Store USA and 2.3M users.
- **Nano 3 Labs / Lighthouse Labs / Camvy** (2013–2015). iOS development, AR prototyping, teaching, full-stack Rails.

Education

Bachelor of Science (2nd degree)

Simon Fraser University, Canada

2015–2017

- Data structures and algorithms, databases, machine learning, numerical analysis, computer architecture, networking, satisfiability, operating systems, computer vision, technical writing, security, web development, programming languages

Bachelor of Business Administration

Simon Fraser University, Canada

2008–2012

- Project management, management science, organizational theory, organizational behaviour, marketing, finance, accounting, business writing, business strategy, operational simulation, operations management, entrepreneurship

Skills

- **AI/ML:** RAG, LangChain, Agentic Workflows, Prompt Engineering, Vector Databases, Embeddings, Tool Use / Function Calling, LLM Evaluation, Model Context Protocol (MCP)
- **Models & APIs:** OpenAI (GPT-4), Anthropic Claude, Google Gemini
- **Languages:** Python, TypeScript, C/C++, Swift, Rust
- **Infrastructure:** FastAPI, CI/CD, Git/GitHub, Claude Code