


# 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 TypeScript refactor of the Electron desktop app, reducing maintenance overhead and improving cross-platform performance.

### Youtube / Google

*Software Engineer* 2019 – 2022

- Independently contributed to front-end features promoting YouTube Premium subscriptions, using C++ and Objective-C.
- 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 (2<sup>nd</sup> 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