Kim Phillip

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Education

New York University Tandon School of Engineering, New York, NY — May 2018
Bachelor of Science in Computer Engineering

- GPA: 3.71/4.0, 2014-2016 Dean's List
- Coursework: data structures & algorithms, databases, computer architecture, discrete math, linear algebra, algorithms, computers & social change, embedded systems (in progress), machine learning (in progress)
- Extracurricular activities: Wasserman Advisory Board, ACM-W, WinC, oSTEM, Writing Affiliates volunteer

Experience

Credit Suisse, New York, NY — Summer 2017
Application Developer Intern

- Researched and developed predictive single stock trading Transaction Cost Analysis models using Python
- Developed and integrated a best execution reporting tool into existing C# framework for new regulations

Digital Measures, Milwaukee, WI — Summer 2016
Automation Intern

- Implemented Cucumber tests in Java for automated test suite to run against new builds before deployment
- Translated business language to technical implementation with a team of 3 other interns

CH2M, Milwaukee, WI — Summer 2015
Administrative Intern

- Developed Excel macros to automate greenhouse gas data scrubbing for migration to new database
- Benchmarked client and its competitors on sustainability practices for materiality assessment
- Designed typical cross sections for Interstate 94 freeway corridor using MicroStation

Technical Projects

PartyPatrol — Present
Arduino project that displays live sound levels on a LCD for noise control

- Reads microphone data, maps it to a range of numbers, and displays volume levels as custom characters

FindFolks– Databases Course Project — Fall 2016
Meetup clone website

- Built with a team of two others using Python and Flask on the backend that connected to a MySQL database
- Wrote SQL to fetch data and display different information on the page from the result

Titanic Survival Prediction– Kaggle Competition — Summer 2016

- Created Python model (with 80% accuracy) to predict Titanic passenger survival based on training data set

SpaceBox– NYU Alternative Control Game Jam— Best Overall Game out of 7 teams — Fall 2014
Web game paired with a MaKey Makey where user controls a cardboard spaceship to return to Earth

- Created game levels with team-developed game objects in Unity and wired MaKey MaKey physical controls

Skills

Programming: C++, Python, Java, SQL, C#, HTML/CSS (in order of proficiency)
Design: PSpice, Xilinx ISE, AutoCAD, MicroStation, Illustrator, Publisher, Photoshop, InDesign

Awards, Honors, and Affiliations

- Google Games, 2015-2017 (2x team spirit award)
- NCWIT: 2014 AiC Winner, 2016 award reviewer
- Village Community Boathouse member & volunteer
- Women Techmaker's Summit, 2015-2016
- NYU GHC 2016 Grant recipient
- NYSC Delegate, 2014