Kim Phillip

✉ kimphillip@nyu.edu   ▭ kimmykong.github.io   📍 Brooklyn, NY

Experience

New York University Tandon School of Engineering, New York, NY May 2018
Bachelor of Science in Computer Engineering
- GPA: 3.75/4.0, 2014-2016 Dean's List
- Extracurricular activities: Wasserman Career Center Advisory Board member, Writing Affiliates volunteer
- Coursework:
  - In progress: algorithms, databases, computer architecture and organization, data analysis
  - Completed: data structures and algorithms, object oriented programming, discrete math, digital logic

Rufus King High School, Milwaukee, WI   May 2014
High School and International Baccalaureate Diplomas

Skills

Programming: C++, Java, Python, HTML/CSS, JavaScript (in order of proficiency)
Tools: Visual Studio, IntelliJ IDEA, Android Studio, git
Design: Beginner knowledge of MicroStation, AutoCAD, Photoshop, Illustrator, InDesign

Experience

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
- Created typical cross sections for Interstate 94 freeway corridor using MicroStation

Discovery World, Milwaukee, WI   September 2013—June 2014
Design Intern
- Instructed groups of visitors on how to build projects while teaching underlying scientific & design principles
- Utilized vacuum formers, laser and sample cutters, and EggBots to create independent and visitor projects

Technical Projects

Titanic Survival Prediction– Kaggle Competition
- Developing a Python script to predict Titanic passenger survival based on a training data set
- Current predictive model has a 78% accuracy rate

CubeCatch– HackNY Fall 2015
Web browser game where the user tries to catch colored balls in corresponding face of a cube
- Built with a team of three using JavaScript and Three.js
- Implemented debugging, ball moving and timing, and cube face coloring features

SpaceBox– 2014 NYU Alternative Control Game Jam— Best Overall Game out of 7 teams
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

Awards, Honors, and Programs

- 2014 NCWIT AiC Winner   • 2015-2016 Google Games participant   • 2014 NYSC Delegate
- 2016 Target Women in Tech Symposium Attendee   • 2015-2016 Women Techmaker's Summit Attendee