

Ryan Kim

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Education

Tandon School of Engineering, New York University – New York, NY September 2022 – Current

- Ph.D. in Computer Science
- Subjects: Augmented/Virtual Reality (AR/VR), Virtual Agents, Human Behavior Simulation in VR, User Experience (UX) Design
- Honors: Student of Engineering Fellowship

Cornell Tech, Cornell University – New York, NY August 2019 – May 2020

- Master of Engineering in Computer Science
- Subjects: Algorithms and Data Structures, AR/VR, UX Research Methods
- Honors: Cornell Tech Merit Scholarship

Cornell University – Ithaca, NY August 2014 – May 2018

- Bachelor of Arts in Information Science (User Experience Concentration)
- Subjects: Web Design and Programming, Rapid Prototyping, Human-Computer Interaction (HCI), UX Design

Professional Experience

Curriculum Developer (Contract) – Mimo May 2021 – August 2022

- Deployed a 14-module online curriculum to teach 5k+ students about React.js application development
- Implemented a Jest-based unit test framework for parsing and validating students' JavaScript and React.js code
- Coordinated with Mimo instructors to maintain consistency in lesson quality and adherence to Bloom's Levels and Taxonomy

Contractor/Consultant: UX Designer & Front-End Engineer – Tucan Fitness August 2020 – April 2021

- Optimized Tucan Fitness' web app with streamlined design elements and functionality, increasing user satisfaction by 170%
- Established a UX-based workflow for collecting, coding, and analyzing user interviews and feedback

Co-Founder, Chief Design Officer & Front-end Engineer – OnePlace January 2020 – February 2021

- Co-founded OnePlace with three Cornell Tech alumni to develop a encrypted file-sharing web service between family members
- Translated high-fidelity user interface wireframes into OnePlace's web application using React Native
- Heuristically evaluated OnePlace's app UI and front-end code in weekly sprints, resolving errors and improving user flows
- Consulted with co-founders on opportunities for company growth, outreach, and venture capital funding

Contractor/Consultant – eCornell, Cornell University July 2018 – August 2019

- Developed a Node.JS-based auto-grader capable of parsing, validating, and grading students' HTML, CSS, and JavaScript code
- Migrated eCornell's web design lesson concepts into Codio's online framework
- Provided consultation for other eCornell courses on best methods to integrate unit testing and auto-grading into lesson material

Research & Academic Experience

Research Intern – Information Interaction Lab, University of Michigan June 2021 – April 2022

Advisor: Professor Michael Nebeling

- Collaborated with two student researchers on a qualitative study of work patterns and needs of teachers using VR in education
- Supervised the team's Related Works library via literature reviews of papers evaluating VR-based learning modalities
- Catalogued tasks, deadlines, and documents to improve workflows and reduce miscommunication between team members

Teaching Assistant – INFO 1300/2300: Intro/Intermediate Design and Programming for the Web, Cornell University

Supervisor: Professor Kyle Harms

August 2017 – May 2018

- Formulated grading guidelines on student projects for all teaching assistants during grading sessions
- Supervised weekly discussions and Office Hours sessions to advise students on programming and design-related questions

Skills & Expertise

Programming & Markup Languages

Primary: C#, HTML5, CSS3, JavaScript

Proficient: Python, PHP, SQL, C, C++

Frameworks & Libraries

Primary: React.js, React Native, Node.js

Proficient: Angular, jQuery.js, D3.js

Tools

Primary: Unity, Photoshop, Figma

Proficient: After Effects, Git, Cinema4D