

Ryan Kim

Personal Information

Phone and Email Addresses

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Links:

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Education

Cornell Tech at Cornell University, New York, NY

August 2019 - May 2020

- Master of Engineering in Computer Science
- Relevant Coursework: Algorithms & Data Structures, Virtual & Augmented Reality (VR/AR), User Experience (UX) & User Research Methods
- Honors: Cornell Tech Merit Scholarship

Cornell University - College of Arts and Sciences, Ithaca, NY

August 2014 - May 2018

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

Skills and Expertise

Programming Languages

Primary:

C# / C Sharp, HTML5, CSS3, JavaScript (React.js, React Native, Node.js, Angular, jQuery.js, D3.js), PHP, SQL (MySQL, SQLite)

Proficient:

Python, C/C++

Software & Hardware Experience

Primary:

Unity, Adobe (Photoshop, After Effects), Figma, Git

Proficient:

Microsoft Office, Mocha, Balsamiq, InVision, Cinema4D, Arduino

Research Experience

Research Intern - Information Interaction Laboratory, University of Michigan

June 2021 – Current

- Ideate possible methods to evaluate the needs of instructors interested in applying VR to education
- Catalogue tasks, deadlines, and notes to improve workflows between remote research team members
- Contribute constructive criticism on the laboratory's concurrent research projects in weekly meetings

Independent Researcher: "Method of Loci and Memory Recall in VR" - XR Collaboratory, Cornell Tech

January 2020 – May 2020

- Directed one-on-one virtual user evaluations to measure memory recall efficacy using the Method of Loci
- Scripted custom virtual tools and environments within Unity that would allow for content creation in VR
- Collaborated with peer researchers on a shared library of assets and resources for use within the lab

Research Lead: "VRKeyboard" - Topics in Mixed Reality (CS 5678), Cornell Tech

January 2020 – May 2020

- Conducted heuristic evaluations of popular virtual reality controllers to derive shared input methods
- Designed and scripted working prototypes of soft keyboard designs within Unity for virtual reality
- Distributed responsibilities to team researchers to increase efficiency of development and testing

Software Lead: "Orbit" - Virtual and Augmented Reality (CS 5650), Cornell Tech

August 2019 – December 2019

- Spearheaded software development for a virtual reality audio journaling app on the Oculus Quest
- Transferred design ideas and user flows from paper to code using Oculus' integrations package
- Refactored scripts from teammates and libraries to improve Orbit's user experience and performance

Professional Experience

Contractor/Consultant: UX Designer & Front-End Engineer - Tucan Fitness

September 2020 – April 2021

- Gave consultation on best practices for front-end Angular / JavaScript development
- Established a UX-oriented design process to more efficiently funnel and analyze user interviews
- Optimized the company's front-end web application with improved design elements and user flows

Chief Design Officer & Front-end Engineer - OnePlace

January 2020 – January 2021

- Co-founded the OnePlace company as Chief Design Officer and team lead of front-end engineering
- Translated hi-fidelity wireframes into functional components within OnePlace's web service
- Programmed and heuristically evaluated OnePlace's front-end UI using the React Native framework
- Consulted with OnePlace's co-founders on progress regarding company growth and outreach

Contractor/Consultant - eCornell, Cornell University

July 2018 – August 2019

- Developed a Node.JS-based auto-grader capable of testing student web code
- Deliberated with eCornell colleagues on course materials and auto-grader revisions
- Migrated course materials into Codio framework for the eCornell web design course
- Provided consultation for other eCornell courses on best methods to integrate auto-grade testing

Teaching Assistant - Cornell University

August 2017 – May 2018

- Formulated grading guidelines on student projects for all teaching assistants during grading sessions
- Evaluated students' coursework by giving grades and providing constructive criticism where necessary
- Supervised weekly discussion and Office Hours sessions for course students

Website Developer - Marine Hydrodynamics Laboratory, Seoul National University

June 2017 – August 2017

- Developed information websites with login and file upload functionality for the 2018 International Conferences on Hydrodynamics and Hydroelasticity
- Organized user accounts and research documents with MySQL databases
- Maintained website integrity and resolved server-side errors as webmaster

Additional Experience

Intern – SNU Urban Data Science Laboratory, Seoul National University

June 2017 – August 2017

- Composed and proofread research documents concerning topics relevant to big data
- Customized a FAQ web page for the Urban Data Science Laboratory's website
- Assisted professors and students in the Big Data Academy by answering software-related questions