# Sally KyueHee Kim

**3A Computer Science: ID# 20501832** #402, 255 Keats Way, Waterloo, ON. N2L 6N6

Phone: (519) 781-2547 • E-Mail: kh25kim@uwaterloo.ca • Website: sallykim.me

# **SUMMARY OF QUALIFICATIONS**

- Proficiency in C++ and comfortable in Java, C#, and C
- Working experience in HTML, CSS, JavaScript, PHP, MySQL, VBScript, and BASH
- Operating Systems: Linux, Mac OS X, Windows
- Analytical problem solver with strong mathematical skills
- Outstanding in **grasping concepts** and enthusiastically to contribute in real time work
- Excellent team player and capable self starter in agile and fast-paced environment

#### **WORK EXPERIENCE**

## Software Developer @ Proofpoint

May 2015 - Aug. 2015

- Engaged as part of a team in developing a new REST API used to manage existing features, in order to accommodate loads that were possible through the UI
- Extended the product's existing alerting framework to monitor new types of conditions
- Added the test automation framework to support new features, reducing the amount of manual testing required for each release

## **Application Support Specialist** @ TD Bank

May 2014 - Aug. 2014

- Participated in development of an application in VBScript, which optimizes tedious tasks in in a Document Capture Software, and reduced the usual work time by more than 70%
- Coordinated meetings to report status of the project and make demos for clarifications

#### **Website Board** @ University of Waterloo MathSoc

Sep. 2013 - Dec. 2013

- Maintained, troubleshot and updated the website as a team at UW Mathematics Society
- Established the ability to work independently and as a team while acquiring new skills

#### **PROJECTS**

#### Silent Schedule

Sep. 2015 – present

 In the process of building an Android mobile app that automatically silences the user's phone according to its Google Calendar schedule and optional user location

Personal Website Jul. 2015

 Designed and implemented a personal website of sallykim.me using HTML, CSS, JavaScript, Bootstrap, and Git Square Swapper Dec. 2014

- Established a game application that uses advanced observer pattern in C++
- Offered graphical and text based user interfaces with similar guideline as Candy Crush

Black and White Feb. 2014

- Developed an **Android** game app with Bluetooth connectivity for multiplayer functionality
- Implemented and designed the game algorithm for interactive brain teasing activity

UW API Program Jan. 2014

- Programmed a Scheme application of user friendly functions utilizing the uWaterloo API
- Given required inputs for each function, it produces corresponding information such as course descriptions, lists of required course information, room status and etc.

## **ACTIVITIES**

## **Executive** @ Programming Club

Sep. 2013 - present

- Managed self-learning and peer-tutoring programming techniques and languages
- · Held networking general meetings with other student and alumni developers in the field

## **Executive Marketing Officer** @ University of Waterloo HFH

Sep. 2014 - Apr. 2015

- Managed club pages and website to update events and news in a timely manner
- Participated in the hiring process of other officers and interviewed the candidates
- Developed leadership and cooperative time management skills with other team members

#### General Member @ Computer Science Club

Sep. 2013 - Apr. 2015

- Studied new languages from information sessions held by the club executives
- Communicated with other members for new project ideas and technology news

## Contestant @ Hack the North 2015

Sep. 2015

- A 36 hour hackathon hosted at University of Waterloo with 1,000 contestants
- Designed and initiated the implementation of a web application of delivery network system between users

## **EDUCATION**

## Candidate for Bachelor of Computer Science

Sep. 2013 – present

3A Computer Science, Honours, Co-operative Program, University of Waterloo, Waterloo, ON University of Waterloo **President's Scholarship of Distinction**: admission average over 95%

# **Relevant Coursework:**

- Algorithms (present)
- User Interfaces (present)
- Operating Systems (present)

- Data Structures and Data Management
- Object-Oriented Software Development
- Logic and Computation