Jason Kim
Computer Engineer

Contact Info:

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https://officialjasonkim.github.io

Skills

- Compiler Languages: Python, Java, C, C#
- Web Development: JavaScript, HTML5, CSS Flexbox, React, Django
- OS: Ubuntu, Windows 7/8/8.1/10

Experience

SciSquare / Front-End Developer + Associate
MAY 2019 - PRESENT, NYC

At SciSquare, I incorporate designs given to me into an HTML5 and CSS based format. I have developed numerous pages from scratch in an organized manner such that the Back-End team has an easy time understanding which component is which.

CStuy / Student Mentor
JUNE 2018 - JULY 2018, NYC

At CStuy, my proficiency in Java allowed me to mentor students learning the language for the first time. Projects included: Kernel Image Processing, Vectors Physics, Markov Chains, Blob Detection, etc.

Github Repo: https://github.com/officialjasonkim/CStuy

Education

Boston University / BS, Computer Engineering
JANUARY 2020 - JUNE 2023, BOSTON

Expected Classwork: Multivariable Calculus, Programming For Engineers, Computational Linear Algebra.

Stuyvesant High School / High School Diploma
SEPTEMBER 2015 - JUNE 2019, NYC

Member of the CSDojo, where I assisted struggling CS students.

Related Coursework: AP Computer Science A, Systems Level Programming, Artificial Intelligence, Computer Graphics

Projects

DjangoForums
A basic Forum made using the Django Framework. This required incorporation of authentication, form processing, and data management.

Sorting Algorithms Visualizer
A visualization of different sorting algorithms such as bubble sort, selection sort, and insertion sort.

Here Lie Spirits.
A game made with the Unity Engine, C#, and Photoshop.