Seong Kim

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SKILLS

- Languages & Frameworks: Javascript(Node, React, d3.js), Java, C, C#, HTML, CSS, Python, MongoDB, PostgreSQL, Racket
- Tools: Git, Bash, Android Studio, Unity, Sketch, InVision, Photoshop, Visual Studio Code, MS Office

WORK EXPERIENCES

Software Engineer, Xcit Club

September 2017- April 2018

- Created internal API that fetches products from Amazon by categories using Node.js and Amazon product advertising API
- Implemented and maintained user interfaces for company's consumer application using Java and Android Studio

Head Coach, Hatch Canada

December 2016- April 2017

- Led a class of 15~20 public school students into introductory computer science education using Javascript
- Supervised other instructors and provided support to advance their coding skills

Technical Support, Azubu

May 2015 - June 2016

- Provided prompt technical support to online streaming website users and streamers worldwide, including Korean professional gamers
- Tested new features of the website and reported bugs/feedbacks to development team

PROJECTS

Bear Fish App: https://play.google.com/store/apps/details?id=com.Penguin.Bearfish

- Infinite side-scroller game with roguelike item system built with Unity Engine and C# (source code available upon request)
- Conducted user interviews and surveys during playtesting sessions at University of Toronto, then made improvements based on feedback from users

Starbucks Caffeine Visualization: github.com/lnos/sbuxchart

• Interactive web chart that visualizes caffeine content of drinks at Starbucks(built with d3.js)

EDUCATION

University of Toronto

Expected 2019

• Candidate for Bachelor of Science in Computer Science, minor in Business and Economics