

LYDIA KIM

Web Design and Engineering Student

Portfolio: lydia-kim.com

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EDUCATION

Santa Clara University, Santa Clara, CA

Graduation Date: June 2024

- **Bachelor of Science, Web Design and Engineering**, Minors: *Studio Art, Computer Engineering*
- **GPA: 3.60 Major GPA: 3.81**
- **School Involvement:** SCU Student Art League, ACM-W, SWE, Korean Student Association, Barkada of SCU
- **Relevant Coursework:** Advance Data Types & Structures, Calculus 4, Logic Design, Advanced Web Development, Website Graphic Design, Typography, Advanced Sculpture

TECHNICAL SKILLS

- Advanced Programing Proficiency in: C, C++, Python, JavaScript, Node.js, HTML, CSS, API Connectivity, Git
- Adobe Creative Suite: Photoshop, Illustrator, InDesign, XD, AfterEffects
- 3D Modeling Software Proficient including: AutoDesk Maya, Blender
- Linux and Windows Operating System friendly
- FPGA & Microcontrollers

LANGUAGES

- English (Fluent), Korean (Fluent)

EXHIBITIONS

- 2023 Dowd Winter Art Show, Wire Sculpture: *What's Left Behind*, Santa Clara University

WORK EXPERIENCE

Research Assistant: Graphics & Web Developer

Santa Clara University, Santa Clara, CA

October 2022 - Present

- Developing a browser game using SCU based research to demonstrate how microrobots move in viscous liquids.
- Implementing 2D designs for browser game interface, as well as JavaScript to move generated graphics using physics research in the form of a MatLab script.
- Joining the physical movement of the micro-robots into a friendly game interface.

Graphic and Video Design

BIOCAD, Santa Clara, CA

September 2022 - Present

- Developing various graphic design forms for company content such as infographics and event flyers.
- Shifting BIOCAD's researched data into visual graphics to use in still and motion graphics.
- Creating intro video animations for BioTech sessions with local panelists that are uploaded to BIOCAD website.
- Requires strong knowledge of Adobe Suite and creative collaboration with the graphics team.

Media Services Assistant

Santa Clara University, Santa Clara, CA

March 2022 - October 2022

- Assisting faculty, staff, and students with troubleshooting the in room A/V systems, Zoom, and other school affiliated softwares.
- Using Web Checkout software to schedule and provide school with tech services for events and meetings.

PROJECTS

Human Disruption | Microcontroller and Woodworking Project

February 2023

- Using an Arduino Uno with an ultrasonic sensor and continuous servo motors to create a moving art piece.
- Calculating the change of the object's speed to increase as the audience approaches closer to the ultrasonic sensor.
- Combining physical skill of woodworking and laser cutting to create deeper meanings of our societal standing.

Portfolio Website

January 2023

- Main usage of HTML and CSS to code portfolio website on personal domain.
- Using vanilla JS to create site animations and more complex interface.
- Photo editing and graphic design accomplished by using Adobe Illustrator and Photoshop

Learning Management System Website

December 2022

- Using HTML, CSS, and JavaScript to develop a school scheduling and managing website.
- Creating interactive and moving graphics for a more compelling interface.
- Usage of both school server and personal server to host system website.