Matthew Kim

Software Engineer

Education

2016-09 - 2020-05

Johns Hopkins University

Bachelor of Science - Computer Science

Minor - Mathematics

GPA - 3.55

Experience

2017-09 - 2017-12

Research Assistant

Johns Hopkins University

• Identified bugs within android mobile applications that cause disruptive app behavior, especially pertaining to wake locks

• Wrote analyzation reports of certain android applications detailing app utilities, source of bugs, and potential triggers

2017-06 - 2017-08

Website Development Intern

UMB Dental School

• Placed in charge of redesigning and organizing all faculty pages in the website using Terminal Four web management system

• Assisted in creation of new web pages and organization of online content to attract potential University donors

2017-05 - 2017-06

UI/UX Intern

Vision Interchange

• Utilized Shopify E-Commerce platform to assist in design the startup's current market website

• Assisted in the marketing campaign in the creation of studio product photography content

2018-01 - present

Back-end Developer

Medhacks

• Currently a member of the organizational team of the world's premier medical hackathon at Johns Hopkins University

• Working on setting up user login and registration on the organization's website

Projects

TutorMe

• iOS and Android mobile application built with the Ionic Framework that gives students a social media platform for collaborative learning

matthewkim.me

• Created personal website with usage of basic Javascript, HTML and CSS showcasing experience and projects

Star Game

• Constructed an object-capturing game that constructs the world in a random maze layout when game is launched

Personal Info

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http://matthewkim.me

Github
https://github.com/matthewsmkim1

LinkedIn
https://www.linkedin.com/in/matthew-kim-941170142

Languages/Tools

Java

Java ●●●●●

C/C++ ●●●●●

HTML/CSS ●●●●○

Javascript ●●●●○

Git ●●●●●

Valgrind ●●●●○

JUnit 4 ●●●●●

Ionic ●●●●○

Firebase ●●●○○

Courses

Data Structures

Intermediate Programming

User Interfaces and Mobile Applications

Introductory Programming in Java

Computer System Fundamentals

Discrete Mathematics