

# Matthew Kim

2B · COMPUTER ENGINEERING

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## Skills

**Languages** Java, C++, C, HTML, CSS, JSON, XML, Drools

**Tools/Concepts** Agile, Git, Subversion, OOP, MVC, REST API, SQL, Spring, Eclipse/Maven, ElasticSearch, JMeter, VisualVM

## Experience

### Java Developer

Mississauga, ON

POINTCLICKCARE

May 2017 - Aug. 2017

- Successfully wrapped a Drools Rule Engine into a Spring Boot REST API web service with over 200 rules and a sample client API.
- Incorporated basic HTTP authentication and support for both JSON and XML input/output using Spring annotations.
- Used JMeter and VisualVM for load testing, ensuring CPU usage was under 5% and controlling garbage collection at 100 requests/sec.
- Strong understanding of the Agile work environment and everyday use of Git/SourceTree to manage version control of all projects.
- Expertise in using the ELK Stack (ElasticSearch, LogStash, Kibana) for log analysis, graphs, and dashboards.

### Automation Engineer

Mississauga, ON

POINTCLICKCARE

Jan. - Apr. 2016 & Sep. - Dec. 2016

- Thoroughly involved in test automation which includes refactoring high level Java classes and page tests in Spring and Selenium, resulting in approximately 300 files committed and over 30 000 lines of code changed.
- Effectively made use of the Page Object and Page Test Design Pattern to improve overall code quality, extensibility, and structure.
- Proficient use of HTML, CSS, and Xpath to repair front-end locator issues, fixing over 50 bugs within the application.
- Independently automated End-to-End test cases to reduce manual regression tasks on QAs, while achieving 99.9% code coverage on a complex team project. Taught full-time QAs with no prior coding experience the concept of Java and automation.

### Website Developer

Toronto, ON

SPOT CINEMA INC.

Jul. 2014 - Aug. 2014

- Successfully optimized company website up to 50% by combining sprites, browser caching, and defer parsing.
- Increased the Search Engine Optimization by defining key words, adding appropriate page URLs, and improving page content, resulting in the website appearing on the first page of Google.

## Projects

### FIRST & Ontario Skills Robotics Team

LEAD MEMBER

Sep. 2013 - Jun. 2015

- 2015 **1st Place**, Built an Arduino robot that retrieves miscellaneous objects and places them on a tall pyramid.
- 2014 **Finalist**, Built an Arduino robot that traces a black line and retrieves a pale. Tested for speed & accuracy.
- 2013 **Finalist**, Built an Arduino and C++ robot that accurately shoots Frisbee discs using jaguars.

Waterloo, ON

Mississauga, ON

Waterloo, ON

### Science Olympics Team, Engineering

CORE MEMBER

Sep. 2013 - May 2015

- 2014 **1st Place**, Designed a popsicle stick bridge within a given time frame that was purely tested for strength.
- 2013 **3rd Place**, Constructed a cardboard catapult to launch items. Emphasis on accuracy, design, and power.

Guelph, ON

Guelph, ON

### Video Game Design Team

Mississauga, ON

CORE MEMBER

Sep. 2012 - Jun. 2015

- Effectively used game creation systems such as GameMaker Studio and Construct 2 to design a 2D side-scrolling platform.
- Gained expertise in video game design presentation and project life cycles through alpha, beta, and gold design phases.

## Education

### University of Waterloo

Waterloo, ON

CANDIDATE FOR BACHELOR OF APPLIED SCIENCE, COMPUTER ENGINEERING

Sep. 2015 - PRESENT

- President's Scholarship.