Micah Kim

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EDUCATION

Boston College | *GPA: 3.6 / 4.0*   **Chestnut Hill, MA**
Computer Science B.S., Mathematics B.S.   May 2023

SKILLS

Programing Languages: Python, Java, SQL, C/C#/C++, Swift, JavaScript, HTML5, CSS, DOM
Technical Skills: React, Linux, Git, Github, CAD, Reality Composer, API, CI/CD, Unity, AR/VR, UI/UX

EXPERIENCES

Boston College   **Chestnut Hill, MA**
Computer Science Teaching Assistant   Dec 2021 – Present
- TA for Prof. Maira Samary's (Director of CS Department) Data Structures and Algorithms course (CSCI1102).
- Led a weekly, hour-long discussion section for 20+ students to teach additional course material, discuss real world applications of various data structures, and assist in group-oriented programming projects.
- Reviewed, assessed, and created data entries for 50+ students' exams, problem sets, and coding projects.

Career Center Front Office Ambassador   Dec 2021 – Present
- Collaborated with students to provide resources like Handshake, alumni network, and internship opportunities in the Science, Technology, and Engineering (STE) career cluster.
- Greeted guests and responded to logistical inquiry regarding resume checks and meetings with career advisors.

Undergraduate Researcher   Jun 2021 – Present
- Successfully engineered an Augmented Reality application using the Swift programming language to design an immersive virtual tour (by adding 3D statues, signs, etc.) for our college campus.
- Designed mockups and integrated ARImageAnchor technology to wrap virtual anchors around detected images.
- Assembled a fully functioning AR application available to thousands of students to explore our campus through a virtual lens; our research will be presented at the Smithsonian Museum in Washington DC in April 2022.

PROJECTS

[Hack the Heights](#) *(2nd Place)*   Nov 2021
- Participated at Boston College's annual 24-hr hackathon to build a project along the theme of "conservation."
- Collaborated with a team to collect/analyze data and develop an object-detection application by assembling and training Machine Learning Models using large databases.
- Successfully engineered a fully functioning iOS application that uses ML technology to identify different types of recyclable materials (i.e., plastic, metal, paper, glass, compost) through a device's camera.

[HackMIT](#)   Sep 2021
- Participated in MIT's largest, most competitive hackathon event to learn/build technology projects from scratch.
- Collaborated with a team of engineers to create, by optimizing Apple's Vision framework, a language-detecting application that would use the phone's camera to scan, detect, and enunciate words found in the physical world.

[Augmented Museum App](#)   Aug 2021
- Engineered an iOS application for the McMullen Museum of Art that utilizes AR technology to overlays the title and description of artwork by optimizing image recognition software to detect works of art using the camera.
- Opened the possibilities for the museum to go paperless and present an uncluttered, neater art gallery.