

Michael Kim

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EDUCATION

Texas A&M University, College Station, TX Aug. 2020 – Dec. 2024
Bachelor of Science in Electrical and Computer Engineering GPA: 3.17 / 4.0
Minor: Computer Science
EE Coursework: Electric Circuit Theory, Digital System Design, Machine Learning, Computer Architecture
Software Coursework: Programming Design Concept, Data Structure and Algorithms, Programming Languages

EXPERIENCE

MKToDoList - Python/Flask-SQLAlchemy To-Do List Website April 2025 - July 2025

- Learned full-stack web development with Flask to define routes and map URL paths to Python functions.
- Created a Flask-SQLAlchemy database to maintain users and their information.
- Used the Bootstrap Framework to implement HTML/CSS code efficiently.
- Implemented to help users maintain their everyday tasks.

Space Invaders - Python GUI Video Game March 2025 - June 2025

- Developed Space Invaders game from scratch using Python.
- Used Turtle GUI module to implement 2D graphics.
- Integrated Space Invaders aspects and functions with Object Oriented Programming.
- Created to learn and develop Python project-making skills with Pycharm IDE.

Techno Defenders - Unity Tower Defense Video Game August 2023 - November 2023

- Created to further diversify knowledge of game designs and develop Unity and C# skills.
- Mastered and implemented object interaction functions and animations in Unity.
- Coded C# scripts for game functionality, object/UI interaction, and logic.
- Learned and utilized Unity prefabs for optimized component management.

Maze Fighter - Unity FPS Video Game August 2019 - June 2020

- Coded C# scripts for game functionality and object behaviors including movement, interactions and logic.
- Designed and created 3D model, animation, and visual effect graphics using the Blender 3D engine.
- Integrated the game functions and graphics with the Unity game engine to create one application.
- Independently learned C# and the basics of game development for an individual long-term school project.

TECHNICAL SKILLS

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- **Programming Languages:** Python, SQL, Java, C#, C++, MATLAB
 - **Softwares/Technologies:** Pycharm, Git/Github, Unity, Blender

ACTIVITIES

Texas A&M eSports August 2022 - December 2023

- Participated in organization events and competed in tournaments.

Computer Science Club August 2018 - June 2020

- Practiced coding problems to compete in Computer Science UIL contests.

Key Club International January 2018 - June 2020

- Volunteered for helping the Houston community and local events.

CERTIFICATIONS

AWS Certified Developer - Associate August 2025 - August 2028
AWS Certified AI Practitioner March 2025 - March 2028
AWS Certified Solutions Architect - Associate August 2024 - August 2027