

# RYAN KIM

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## EDUCATION

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| <b>University of British Columbia</b><br><i>Bachelor of Applied Science in Computer Engineering</i> <ul style="list-style-type: none"><li>• 3.88/4.0 GPA   UBC Presidential Scholar</li><li>• Coursework: Data Structures &amp; Algorithms, Object-Oriented Programming, Probability &amp; Statistics</li></ul> | Vancouver, BC<br>May 2028 |
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## EXPERIENCE

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| <b>Systems Engineering Intern</b><br><i>Paladin Technologies</i> <ul style="list-style-type: none"><li>• Led customer discovery and requirements gathering with City stakeholders and installation teams; translated needs into a scoped plan for a 250+ site upgrade and a KMZ metadata spec adopted as the municipal standard.</li><li>• Built a structured vendor decision framework (criteria, weighting, trade-offs) across 200+ platforms to align stakeholders on priorities (cost vs. hardware constraints) and accelerate sourcing decisions.</li><li>• Partnered with engineering to instrument and automate a key data workflow; shipped a Python ETL pipeline cutting processing time 1000× (hours → seconds) and improving data quality through standardized validation.</li></ul> | May 2025 – Aug 2025<br>Vancouver, BC |
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## PROJECTS

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| <b>Rebase — AI-Native Resume Builder</b>   <i>Next.js, Supabase, Gemini 2.5 Flash, Typst</i>  | 2025 |
| <ul style="list-style-type: none"><li>• Founded and led a 3-person team; shipped private beta to 20+ active users and owned the product roadmap to solve the “multiple versions” problem via a master-profile architecture.</li><li>• Designed monetization and pricing based on token unit economics; modeled Pro tier margins (97% projected) and implemented credit caps to guide investment trade-offs.</li><li>• Architected an AI agent pipeline that autonomously selects/rewrites content based on job descriptions and built a Typst rendering engine to generate professional PDFs; prioritized output consistency and low latency.</li></ul> |      |

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| <b>Healthspan — AI Nutrition Tracker</b>   <i>React Native, Computer Vision</i>   | 2025 |
| <ul style="list-style-type: none"><li>• Conducted competitive analysis of 15+ apps to define product positioning and prioritize “inflammatory trigger” detection as a key differentiator.</li><li>• Reduced inference latency 70% (~3s) via prompt optimization and improved the end-to-end logging experience to support long-term user retention.</li></ul> |      |

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| <b>Mango — Gesture Controlled Minecraft</b>   <i>Python, OpenCV, MediaPipe</i>  | 2025 |
| <ul style="list-style-type: none"><li>• Built a computer-vision control system enabling hands-free gameplay with standard webcams; targeted accessibility for users without specialized controllers.</li><li>• Iterated on detection thresholds and input debouncing during user demos to improve robustness across varying lighting conditions and mobility constraints.</li></ul> |      |

## SKILLS

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| <b>Product:</b> PRDs, Roadmapping, OKRs, Metrics/Telemetry, Stakeholder Management, User Research, Unit Economics |
| <b>AI &amp; Data:</b> Generative AI Strategy, LLMs, Agents, Prompt Engineering, Computer Vision, SQL              |
| <b>Technical:</b> Python, TypeScript/JavaScript, React, Next.js, C/C++, Accessibility/Inclusive Design            |

## LEADERSHIP

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| <b>Founder &amp; President</b><br><i>Keys For Seniors</i> <ul style="list-style-type: none"><li>• Founded a volunteer organization delivering 4+ years of community programming; led a team of volunteers and coordinated logistics for recurring events.</li></ul> | 2020 – 2024 |
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