

RYAN KIM

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EDUCATION

University of British Columbia

Bachelor of Applied Science in Computer Engineering

Vancouver, BC

May 2028

- 4.20 GPA | UBC Presidential Scholar
- Relevant Coursework: Data Structures and Algorithms, Object-Oriented Programming, Linear Algebra, Probability & Statistics, FPGA Design, Digital Systems

EXPERIENCE

Systems Engineering Intern

Paladin Technologies

May 2025 – Aug 2025

Vancouver, BC

- Partnered with City stakeholders to translate requirements for a surveillance upgrade into deliverables; shipped approved KMZ metadata package adopted as the standard across **250+** sites
- Built a Python ETL automation that reduced processing time from hours to seconds (**1000x**); improved workflow adoption and data quality across engineering teams
- Redesigned vendor evaluation into a structured decision matrix covering **200+** platforms, standardizing criteria and accelerating sourcing decisions

PROJECTS

Mango — Gesture Controlled Minecraft (**HelloHacks 1st Place**) | *Python, OpenCV, MediaPipe, pyinput*

[GitHub](#) | [Devpost](#) | [Demo](#)

2025

- Built a realtime computer vision pipeline (OpenCV + MediaPipe) that maps fullbody and hand gestures to OSlevel keyboard/mouse inputs for vanilla Minecraft; no proprietary hardware
- Designed modular gesture detectors with temporal state and a central coordinator to debounce, prioritize, and safely translate actions; added debug HUD and hotkeys
- Shipped MVP in 12 hours at HelloHacks; awarded 1st place

UBC Workday to Calendar Utility | *Python, React, TypeScript* | [Link](#)

2025

- Built a full-stack web app that automatically converts Workday course schedules into iCalendar files for import into Google/Apple Calendar
- Scaled to **100+** weekly users with **0%** reported errors via a single social post and word of mouth

VEX V5 Robotics Engineer

2020 – 2024

- Built, programmed, and drove VEX V5 robots in regional competitions; owned on-field strategy and iterative tuning across autonomous and driver control phases
- Implemented a C++ motion stack with drivetrain/arm PID controllers, 3 wheel odometry, and Pure Pursuit path following for reliable, repeatable autonomous routines
- Led mechanical redesign and validation that boosted autonomous scoring in tournaments by **440%**

SKILLS

Coding Languages: Python, C/C++, Java, TypeScript/JavaScript, SystemVerilog

Tools & Platforms: OpenCV, MediaPipe, Git, Figma, MATLAB, Quartus

Product: PRDs, Roadmapping, User Research, Metrics/Instrumentation, Experimentation Planning

LEADERSHIP & ACTIVITIES

Founder & President

2020 – 2024

Keys For Seniors

- Founded and scaled youth music volunteer group delivering 4+ years of community impact; led partnerships, event logistics, and team operations
- Coordinated performances and designed accessible programs using Figma; built organizational presence through social media