

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, Probability & Statistics, Linear Algebra, Object-Oriented Programming, Digital Systems

EXPERIENCE

Software Developer

UBC Sailbot

Jan 2025 – Present

Vancouver, BC

- Building data pipeline to ingest and process real-time AIS ship tracking data; architecting Redis caching layer to handle API rate limits and ensure reliable data availability across users
- Developing interactive dashboard with React and Redux featuring real-time telemetry graphs and sensor visualizations for autonomous sailboat testing operations

Systems Engineering Intern

Paladin Technologies

May 2025 – Aug 2025

Vancouver, BC

- Built Python ETL pipeline automating data extraction, transformation, and validation; reduced processing time from hours to seconds (**1000x**) and improved data quality across engineering workflows
- Collaborated with City stakeholders and engineering teams to translate requirements into technical deliverables; shipped metadata package adopted across **250+** sites

PROJECTS

Healthspan — AI Nutrition Tracker | *Python (FastAPI), React Native, Supabase, Gemini API*

2025

- Engineered multi-modal AI pipeline analyzing meal images via computer vision; reduced inference latency by **70%** (10s to ~3s) and cut compute costs by **60%** through prompt optimization and stateless processing
- Built time-series correlation engine to detect patterns between dietary inputs and delayed symptoms (30-72hr windows); implemented intelligent caching improving weekly report generation by **80%**

Rebase — AI-Native Resume Builder | *Next.js, TypeScript, Supabase, Gemini API*

2025

- Built agentic AI pipeline that autonomously analyzes job descriptions, selects relevant experience, and rewrites content; architected master-profile system enabling single-source resume generation
- Led 3-person team through iterative development; shipped private beta to 20+ active users with continuous experimentation on prompt strategies and output quality

Mango — Gesture Controlled Minecraft | *Python, OpenCV, MediaPipe*

2025

- Built real-time computer vision pipeline using OpenCV and MediaPipe to map full-body gestures to game inputs; designed modular detector architecture with temporal state management
- Iterated on detection thresholds and debouncing logic to improve robustness across lighting conditions; shipped MVP in 12 hours, awarded **1st place** at HelloHacks

SKILLS

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

AI/ML: LLMs, Prompt Engineering, Agentic Systems, Computer Vision (OpenCV, MediaPipe), Data Pipelines

Tools & Frameworks: React, FastAPI, pandas, Redis, Git, REST APIs

LEADERSHIP

Founder & President

2020 – 2024

Keys For Seniors

- Founded volunteer organization delivering 4+ years of community programming; led team operations and event logistics