

RYAN KIM

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EDUCATION

University of British Columbia

Vancouver, BC

Bachelor of Applied Science in Computer Engineering

May 2028

- 3.88/4.0 GPA | UBC Presidential Scholar
- Coursework: Data Structures & Algorithms, Object-Oriented Programming, Probability & Statistics

EXPERIENCE

Systems Engineering Intern

May 2025 – Aug 2025

Paladin Technologies

Vancouver, BC

- 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.
- 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.
- 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.

PROJECTS

Rebase — AI-Native Resume Builder | *Next.js, Supabase, Gemini 2.5 Flash, Typst*

2025

- 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.
- Designed monetization and pricing based on token unit economics; modeled Pro tier margins (97% projected) and implemented credit caps to guide investment trade-offs.
- 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.

Healthspan — AI Nutrition Tracker | *React Native, Computer Vision*

2025

- Conducted competitive analysis of 15+ apps to define product positioning and prioritize “inflammatory trigger” detection as a key differentiator.
- Reduced inference latency 70% (~3s) via prompt optimization and improved the end-to-end logging experience to support long-term user retention.

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

2025

- Built a computer-vision control system enabling hands-free gameplay with standard webcams; targeted accessibility for users without specialized controllers.
- Iterated on detection thresholds and input debouncing during user demos to improve robustness across varying lighting conditions and mobility constraints.

SKILLS

Product: PRDs, Roadmapping, OKRs, Metrics/Telemetry, Stakeholder Management, User Research, Unit Economics

AI & Data: Generative AI Strategy, LLMs, Agents, Prompt Engineering, Computer Vision, SQL

Technical: Python, TypeScript/JavaScript, React, Next.js, C/C++, Accessibility/Inclusive Design

LEADERSHIP

Founder & President

2020 – 2024

Keys For Seniors

- Founded a volunteer organization delivering 4+ years of community programming; led a team of volunteers and coordinated logistics for recurring events.