

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, Digital Systems

EXPERIENCE

Software Developer

UBC Sailbot

Jan 2025 – Present

Vancouver, BC

- Building custom AIS data pipeline to replace \$25K/year commercial service; architecting Redis caching layer shared across users to prevent API throttling and ensure reliable ship tracking
- Developing interactive dashboard with React and Redux featuring real-time telemetry graphs, sensor data visualizations, and smooth animations for testing operations

Systems Engineering Intern

Paladin Technologies

May 2025 – Aug 2025

Vancouver, BC

- Built a Python ETL pipeline that reduced data processing time from hours to seconds (**1000x**); improved workflow adoption and data quality across engineering teams
- Partnered with City stakeholders to translate requirements for infrastructure upgrade into deliverables; shipped KMZ metadata package adopted as standard across **250+** sites

PROJECTS

Rebase — AI-Native Resume Builder

2025

- Led 3-person team to ship private beta to 20+ active users; architected master-profile system solving the multi-version resume problem with AI-powered content selection
- Built AI agent pipeline that autonomously rewrites content based on job descriptions; engineered Typst rendering engine for consistent, low-latency PDF generation
- Designed token-based pricing model with 97% projected margins on Pro tier; implemented credit caps to manage compute costs

Healthspan — AI Nutrition Tracker

2025

- Developed cross-platform mobile app for healthspan tracking; engineered multi-modal AI pipeline analyzing meals via computer vision with **70%** latency reduction through prompt optimization
- Built time-series correlation engine linking dietary patterns with delayed symptoms (30-72hr windows); implemented intelligent caching improving report load times by **80%**

Mango — Gesture Controlled Minecraft

2025

- Built real-time computer vision pipeline mapping full-body gestures to keyboard/mouse inputs; designed modular gesture detectors with temporal state management and input debouncing
- Shipped MVP in 12 hours at HelloHacks; awarded **1st place**

SKILLS

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

Frameworks & Tools: React, Redux, Next.js, React Native, FastAPI, Node.js, Redis, Git

Technologies: REST APIs, Computer Vision (OpenCV, MediaPipe), LLMs/GenAI, ETL Pipelines

LEADERSHIP

Founder & President

2020 – 2024

Keys For Seniors

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