

RYAN KIM

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EDUCATION

University of British Columbia

Vancouver, BC

Bachelor of Applied Science in Computer Engineering

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

May 2025 – Aug 2025

Paladin Technologies

Vancouver, BC

- Collaborated with city stakeholders to define requirements for surveillance upgrade; delivered approved KMZ metadata package adopted as standard for 250+ sites
- Developed automation tool reducing data-processing time from hours to seconds (1000x improvement), improving workflow adoption across engineering teams
- Redesigned vendor evaluation into a decision matrix covering 200+ platforms, standardizing product criteria and accelerating sourcing decisions for design team

PROJECTS

Stublu — AI Course-Aligned Study Tool | *Next.js, React, TypeScript, FastAPI (Python)*

2025

- Defined product vision and scoped MVP (PRD) to address student learning inefficiencies; prototyped and iterated tool converting syllabi/exams into aligned practice questions
- Conducted market research and user testing to validate features like confidence meter and highlight-to-ask chat; iterated UX with Figma wireframes and feedback loops
- Built AI pipeline (OCR → parse → embed → generate) using Temporal + OpenAI; enforced cost caps and validated >95% gross margin at scale

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

2025

- Created a full-stack web application to automate conversion of university course schedules into iCalendar format to improve student planning efficiency
- Scaled to **100+** **weekly** users with 0% error rate through a single social media post and word-of-mouth

Autonomous Sonar-Sensing Robotic Claw for Underwater Retrieval

2025

- Led iterative prototyping of Arduino-powered claw robot; optimized sonar-based detection and control logic to achieve top competition score under time constraints

VEX V5 Robotics Engineer

2020 – 2024

- Designed and iterated competitive robots (C++, PID, odometry); led redesign boosting autonomous scoring by 440%

TECHNICAL SKILLS

Languages: Python, C/C++, Java, HTML5, Verilog

Tools & Technologies: Figma, Adobe Premiere Pro, Ableton Live, MATLAB, Git, Quartus, Microsoft Office, Bluebeam Revu

LEADERSHIP & ACTIVITIES

Founder & President

2020 – 2024

Keys For Seniors

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

Junior Instructor

2024

UBC Geering Up STEM Outreach

- Designed and tested STEM curriculum (robotics, physics, biology) for 20+ K-12 students; iterated content delivery based on feedback
- Mentored students in problem-solving methodologies and critical thinking, fostering curiosity and engagement