Minha Kim

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EDUCATION

University of California, Irvine   **September 2021 - December 2024 (est.)**
B.S. in Computer Science, 3.74 GPA   *Irvine, CA*
- Relevant Coursework
  - Data Structures and Algorithms; Data Management and Relational Databases; Discrete Mathematics; Computer Organization; Boolean Algebra and Logic; Machine Learning and Data Mining

EMPLOYMENT

Anaheim's Innovative Mentoring Experience   **October 2020 - May 2021**
Academic Mentor for Math and Biology   *Cypress, CA*
- Mentored lower classmen on AP Biology and AP Calculus BC material and helped students with homework and exam preparation, including the SAT/ACT.
- Hosted weekly workshops for younger students about varying subjects from self-care, mental health, and college admissions with two other mentors.

EXPERIENCE & PROJECTS

Fabflix   **June 2023**
Netflix Clone
- Created a complex Netflix clone application on browser and Android (Gradle) with database connectivity. The database contains over 9,000 movies and over 60,000 actors.
- Features include shopping carts, log-in and password encryption, reCAPTCHA verification, dashboard implementation, XML imports, full-text search, and autocomplete. Used AJAX to interact and update the page as the user requested. Deployed using Amazon's EC2 instances.

2035   **Spring 2023**
Virtual Reality Game
- Created a virtual reality puzzle game about the rising dangers of climate change with fellow UC Irvine students.
- Primarily implemented puzzles, including building models, writing C# scripts, and handling Unity game logic.

PlayPic   **February 2022**
Spotify Playlist Generator   *@HackUCI 2022*
- Created a website that generates a 20-song Spotify playlist based on the 'mood' of an image given by the user. Website takes the image and analyzes its color tones and hues to calculate the corresponding genres and songs.
- Connected Spotify's API to the backend and created an algorithm to generate relevant songs. Designed the front end using Figma and created the site using HTML and CSS. Deployed through Heroku.

Columns   **November 2022**
Pygame Game
- Made a game of columns using the Pygame library with color-coded blocks and cursor movement key controls.
- Implemented both the back-end and front-end of the game using Python and created an engaging user interface.

minhakim.dev   **October 2022**
Personal Website
- Created a static website that contains any relevant information recruiters may want to see. Used HTML, CSS, and JavaScript and deployed using GitHub pages.

PROGRAMMING LANGUAGES & SKILLS

Python, C#, C++, Java, JavaScript, HTML, CSS, SQL, XML, MySQL
AWS, React, Tomcat, Flask, Unity, Git, scikit-learn, NumPy, PyTorch, JDBC, Jupyter Notebook
Fluent Korean (written and spoken)