Suah Kim

Auckland, New Zealand • suah.adela.kim@gmail.com • +64 27 379 2451 • suahkim.dev • Github

Education

University of Auckland
Auckland, New Zealand

BE(Hons) in Software Engineering, GPA: 8.857/9 (98.4%)
January 2024 – Present

Relevant Coursework: Principles of Programming (Python), Introduction to Engineering Computation and Software Development (C, MATLAB), Fundamentals of Computer Engineering (C, ATmega328P), Object-Oriented Programming (Java), Software Engineering Theory (Discrete Maths)

Awards and Honours: Alex Tan Scholarship (2025), Dean's Honours List (2024), First in Course Award in COMPSCI 101, LATIN 100G, PHYSICS 102, ENGGEN 121, CHEM 150, Certificate of Distinction in MATHS 108

Coursera (Stanford Online & DeepLearning.AI)
Online

Machine Learning Specialisation by Andrew Ng
November 2024 – December 2024

Projects

Lullab.ai (AI Bedtime Story Generator)
Live Demo | Github

Web Development & AI Integration
August 2025

- Developed the backend of a Flask web application using Firebase, Google Gemini API, and Google Cloud Text-to-Speech for personalised bedtime story generation with keyword input and audio playback.
- Won First Place at WDCC x SESA Hackathon 2025 against 100+ participants from 17 teams, demonstrating rapid prototyping and AI integration skills.

Personal Portfolio Website
Live Demo | Github

Web Development
July 2025

- Developed full-stack web application using Flask, PostgreSQL and SQLAlchemy ORM with responsive UI featuring dark/light theme switching via Tailwind CSS.
- Implemented automated email notifications, form validation, and admin functionality and deployed using Docker containerisation on Google Cloud Run.

Time Crash

Game Developement
May 2025

- Developed Unity/C# puzzle game as part of an 8-person interdisciplinary team during a semester-long game jam, contributing to core mechanics and visual assets.
- Received "Most Mechanical Feel" award, showcasing expertise in game mechanics design and implementation within a collaborative development environment.

IMC Prosperity 3

Algorithmic Trading Competition
April 2025

- Developed Python-based algorithmic trading system implementing market-making strategies, order book analysis and risk management for a global student competition.
- Achieved 3rd place in New Zealand through collaborative development with engineering & CS students using Git version control and iterative strategy optimisation.

Experience

iSmart Tutoring   Auckland, New Zealand

Maths & English Tutor   April 2023 – August 2023 / February 2024 – July 2024

- Tutored Maths and English to year 0 to 10 students in classes of 4-20.
- Developed individual lesson plans and tracked student progress.
- Assisted special needs students in working toward their year level.

IGE Seoul   Seoul, Korea

Admin & Translator   January 2023 / September 2023 – December 2023

- Supported programme operations through administrative management and English-Korean translation for Canadian international education placements.
- Maintained regular correspondence with Canadian school district representatives to facilitate student placements.
- Provided Korean-English interpretation at international education fairs connecting prospective families with Canadian school representatives.

IVY Top Reading   Seoul, Korea

ESL & Reading Teacher   May 2022 – November 2022

- Provided ESL and reading lessons to year 0 to 8 students in classes of 3-10.
- Adapted teaching methods based on individual student proficiency in reading, writing, listening and speaking.
- Developed teaching materials and maintained detailed records of student progress and performance.

Skills & Interests

- **Technical**: Python, Java, C, MATLAB, R, HTML/CSS, Flask, Docker, PostgreSQL, Google Cloud, Git, GitHub
- **Languages**: English (proficient), Korean (native)
- **Soft skills**: Collaboration, creativity, problem-solving, critical thinking, time management
- **Interests**: Machine Learning, AI integration, algorithmic trading