Yeseong Kim

Front End Software Engineer

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PROJECTS

Beats (React, TypeScript, Tailwind CSS) May 2024 – Jun 2024

- Developed a single-page application (SPA) named Beats for selling keyboards using React Router.
- Connected to a Supabase backend and securely fetched data through TypeScript and React Query, effectively handling loading states and errors.
- Managed state comprehensively with Context API, including authorization and cart functionalities.
- Reduced the initial JavaScript bundle size by over 80% through lazy loading, significantly decreasing loading time by over 60% on slow 3G networks.

GameNation (React, TypeScript, Tailwind CSS) Apr 2024

- Created a landing page for the game studio GameNation, following a Figma design by Arthur Balabekian.
- Optimized image loading by preloading a 10KB blurred low-resolution image before the high-resolution image and JavaScript files, improving visual experience through indicating the existence of background image.
- Integrated a contact form with direct email communication using emailJS.

EXPERIENCE

Chief Technical Officer | Team BioSignus Sep 2022 – Jun 2023

- Directed the development of a respiratory pattern monitoring patch for Neonatal Intensive Care Unit (NICU) patients, encompassing both hardware and software components.
- Implemented multithreading process in Python, increasing the plotting rate by 2.8 times while efficiently capturing data from the Arduino buffer and displaying real-time dynamic graphs via the serial and matplotlib module.
- Demonstrated effective teamwork by collaborating closely with 5 fellow team members through weekly Zoom meetings, ensuring the timely progression of the project and meeting project milestones.

Machine Learning Research Assistant | Yonsei University Jun 2022 – Sep 2022

- Integrated feature selection for diagnosing patent ductus arteriosus (PDA) in low birth weight infants by applying machine learning techniques with numpy, pandas, and scikit-learn modules in Python.
- Utilized a wrapper method forward selection algorithm for feature selection, improving the F1 score by 21%, and achieved the optimal performance with 50 key features.
- Led team discussions with 4 members and presented scientific articles related to the feature selection process, improving communication skills.

SKILLS

Software Engineering: HTML, CSS, JavaScript (ES6), TypeScript, React, Tailwind CSS, Node.js, Bootstrap, SQL, PostgreSQL, Git, GitHub, Python, C++, C#, Unity, Godot, Matlab

Language: English, Korean

Certification: Foundational C# with Microsoft (Jun 2024)

EDUCATION

University of California, Irvine

Bachelor of Science in Biomedical Engineering Sep 2019 – Aug 2023