

BRIAN KIM

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EDUCATION

Bachelor of Science in Computer Science (Games) University of Southern California (USC) May 2022

- **GPA:** 3.50/4.00
- **Relevant Coursework:** Introduction to Programming, Introduction to Computer Science, Data Structures and Object Oriented Design, Discrete Methods in Computer Science

WORK EXPERIENCE

Student Assistant Oct. 2018 (Present)

USC Doheny Library | *Los Angeles, California*

- Learned organizational structure of the library system.
- Increased efficiency of the library system by processing ticket requests for rare and expensive library materials and logging usage of said materials.
- Organized newspaper clippings cataloging events from the 18th century onwards.

Software Engineer Intern Jun. 2019 - Aug. 2019

EMTake | *Seoul, South Korea*

- Remodeled AWS architecture for web applications of thermal image sensor (microbolometer), module, and camera product company, resulting in a substantial availability and performance boost.
- Designed and implemented copies of certain web applications using JavaScript, HTML and CSS for testing and maintenance, significantly increasing developer efficiency and enabling quicker improvements.
- Acted as a technical resource for production of remodeled web applications.

SOFTWARE ENGINEERING PROJECTS

TrojanHacks Hackathon | <https://devpost.com/software/usc-mealbot-58xf7d> Nov. 2019

- Lead development of USC Mealbot, a Google Chrome Extension.
- Developed the underlying infrastructure of the extension using HTML, CSS, and JavaScript.
- Showcased project at the end of the event.

Animal Crossing Almanac Database Project | bertkim.com Sept. 2019

- Developed [database](#) to store data in social simulation Nintendo video game Animal Crossing, enabling players to track which animals they can catch relative to the player's local time.
- Created feature enabling players to upload animal catalog and view its percentage compared to full collection.
- Built and populated database and wrote server-side code using NodeJS to retrieve accurate back-end data.

Global Game Jam Participant | <https://globalgamejam.org/2019/games/home-safe-home> Jan. 2019

- Completed the development of the video game Home Safe Home within 48 hours.
- Developed the enemy model, tower classes, and performed error testing.
- Showcased project at the end of the event, demonstrating features and demoing the game at the event.

TECHNICAL SKILLS & CERTIFICATIONS

Skills: C++ | Data Structures | Algorithms | AWS | HTML | CSS | JavaScript | Networking | Databases | MySQL | Cloud Architecture | Testing | Automation | Serverless Architecture

Certifications: AWS Certified Solutions Architect - Associate (SAA)