

Peter Kim

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EDUCATION

Master of Engineering – Computer Networks 2019 - 2020

University of California, Los Angeles

Bachelor of Science – Computer Science, New Graduate 2015 - 2019

California State University, Long Beach

- GPA: 3.54
- Courses of Interest: Artificial Intelligence, Data Structures and Algorithms, Computer Networks, Discrete Structures with Computing Applications

TECHNICAL SKILLS

Programming

- Python, C++, Java, C#, C, HTML, CSS, JavaScript

Integrated Development Environments

- PyCharm, Microsoft Visual Studios, Eclipse, NetBeans

Application Development Software

- Unity, Android Studio, Git

Tools

- Postman, Triangle Microworks

EXPERIENCE

Software Test Intern May 2018 - Present

Southern California Edison – Westminster, CA

- Improved generation and troubleshooting time of test models by integrating original-coded Python scripts.
- Introduced a new means of applying Python scripting for efficient and effective testing which was presented to and supported by a group of engineers.
- Integrated multiple APIs within a Linux environment to establish end-to-end network connection.
- Tested and debugged REST APIs provided by vendors in a timely manner by utilizing Postman for HTTP GET and POST requests.

SOFTWARE DEVELOPMENT PROJECTS

Music Streaming Application

- Music application in which the host (personal computer) sends a music stream to the client (smartphone) that will play the song.
- Host was coded in Java; client coded in Android Studio; data transferred between host and client in Json format; communication followed UDP.

Augmented Reality Application

- Smartphone application built with the Unity platform with a single player as Pac Man whose objective is to collect all pellets.
- Provided the player with smooth transitions between 2-dimensional navigation view and 3-dimensional augmented reality view while leveraging the MapBox API.