

Peter Kim

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EDUCATION

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| Master of Science – Computer Science, Data Science Engineering
<i>University of California, Los Angeles</i> | 2019 - 2021 |
| Bachelor of Science – Computer Science, New Graduate
<i>California State University, Long Beach</i> | 2015 - 2019 |
- Courses of Interest: Artificial Intelligence, Data Structures and Algorithms, Discrete Structures with Computing Applications
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TECHNICAL SKILLS

Programming

- Java, Python, C++

Database

- SQL, MySQL

Software

- Postman, Git, Triangle Microworks, Eclipse
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EXPERIENCE

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| Software Test Intern
<i>Southern California Edison – Westminster, CA</i> | May 2018 - Present |
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- 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.
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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.

JDBC Project

- Created a database of books and their publishers/authors in a Java Derby database and created a menu coded in Java to access it.

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.