Philip Kim

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EDUCATION

UNIVERSITY OF MICHIGAN | College of Literature, Science, and the Arts
Bachelor of Science in Computer Science
April 2022 | Ann Arbor, MI

- **Courses Taken**: Data Structures and Algorithms, Introduction to Computer Organization, Database Management Systems, Foundations of Computer Science, Introduction to Computer Security, User Interface Development, Human-Centered Software Design and Development

EXPERIENCE

ALARM.COM | Software Engineer - Android
June 2022 - March 2023 | Boston, MA

- Collaborated with multiple departments to implement enhancements as part of the emPower Connected Car team
- Expanded the TalkBack functionality for accessibility needs within the Document Storage feature of the Android application
- Converted several Java classes in our codebase to Kotlin and created unit tests to ensure no functional changes in our client-side deserialization procedure, where we parse XML attributes from the backend
- Implemented a QR code scanner that sent data to our back-end that allowed users to set up their devices, which created an efficient and user friendly interface to draw in new users
- Designed and implemented a seamless interface that utilizes geolocation to allow users to see if their Connected Car vehicle is at home or on-site which was a long awaited addition to our Cars feature

YERBBA | Data Analyst
July 2021 - January 2022 | Ann Arbor, MI

- Analyzed historical healthcare data to learn data patterns and compose PostgreSQL scripts for reformatting data into valid FHIR format to be uploaded to the clients' FHIR servers
- Assembled and configured NiFi flows to automate the ingestion, validation, and uploading processes of incremental healthcare data for clients throughout the nation
- Communicated with clients daily to ensure valid FHIR data was being uploaded prior to deadline

PROJECTS

PGKLOSET.COM 2020

- Constructed a blogsite using Python (Django), HTML/CSS, and Javascript providing clothing reviews and outfit overviews for those struggling with modern fashion trends
- Researched how applications are deployed to public servers and applied my research to improve security protocols

POOFDODGER 2016

- Programmed a 2D evader game from scratch using Java and its built-in libraries
- Implemented a multi-threaded system to run the game efficiently with minimal code traffic

ACTIVITY SHOWDOWN 2021

- Collaborated with classmates to develop a web board game that is played by competing in outdoor activities with friends to encourage regulating exercise and physical activity
- Used Vue.js to write efficient code for better user interface design and clean code structure
- Led a team of 4 people during the development process by assigning tasks and offering suggestions for the overall design and structure of the project

SKILLS

- **Proficient:** Java, Kotlin, C, C++, HTML, CSS, Javascript, Python, Git, BitBucket, JIRA, Confluence, Android Development
- **Experience with:** PHP, Django, React.js, Vue.js, C#, PostgreSQL, Heroku, Next.js, Tailwind