

Rachel Kim

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EDUCATION

Georgia Institute of Technology

Bachelor of Science in Computer Science

Threads: Intelligence, Media

National Merit Corporate Scholarship Recipient, Raytheon-sponsored, Awarded 2022

Atlanta, GA

December 2025, Expected

EXPERIENCE

Frontend Development & UI/UX Design Intern

KnoWhiz

Remote

June 2024 - Present

- Develop and build the responsive landing page for the lecture generation feature with React and Next.js.
- Create wireframes, storyboards, user flows, process flows, and site maps in Figma to communicate interaction and design ideas.
- Conduct user research and evaluate feedback to enhance and polish the UI.
- Designed the addition of multiple input formats in the course generation feature

Advanced Coder – AI Training

Outlier

Remote

May 2024 – July 2024

- Trained large language models to code in Java and Python by writing effective and efficient code.
- Evaluated model responses to coding queries and provide feedback on how to improve aspects such as code readability, organization, and accuracy.
- Designed complex coding prompts to challenge models' coding and debugging abilities.

PROJECTS

Shooty Girl

Personal Project

Atlanta, GA

June 2024 – July 2024

- Solo developed a 2D platformer game in Unity with shooting mechanics.
- Coded game mechanics in C# to define behaviors for platforms, players, weapons, and enemies.
- Wrote an enemy AI script with the ability to move, shoot, dodge, and detect players.
- Developed the webpage with React to deploy the WebGL build of the game.

GreenPlate: A Sustainable Food Management System

Objects and Design (Course)

Atlanta, GA

January 2024 – May 2024

- Worked with a team in Android Studio to develop an application that aids users in tracking and planning meals.
- Created UML diagrams including Use Case diagrams, Sequence diagrams, and Domain Class diagrams during the design process of the application.
- Implemented SOLID and GRASP principles along with design patterns to develop UI and functionality features.
- Utilized GitHub to organize team contributions.

SKILLS

Languages: Java, JavaScript, JSX, Typescript, C#, C, Python, HTML, CSS

Concepts: GRASP, SOLID, Agile, Model-View-ViewModel (MVVM), Scrum

Tools: Git, React.js, Node.js, Next.js, Visual Studio, Visual Studio Code, IntelliJ, Android Studio, Unity, Blender, MS

Office 365 Suite, MATLAB, Docker, Figma

EXTRACURRICULARS

Violin / Georgia Tech Symphony Orchestra

August 2022 – May 2023