# **Rachel Kim**

Atlanta, GA • rachelgekim@gmail.com • (404) 358-2299 • www.linkedin.com/in/rachel-kim-632420213/

### **EDUCATION**

# **Georgia Institute of Technology**

Atlanta, GA

Bachelor of Science in Computer Science; Threads - Intelligence, Media

May 2026, Expected

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

### **EXPERIENCE**

## **Software Engineer Intern**

Remote

Wealth.com July 2024 - Present

- Maintain features for the primary web-app using React.
- Built reusable and customizable components for the corporate website.
- Consolidated the codebase by building the icon library and migrating usage throughout the application.

# **Frontend Software Engineer Intern**

Remote

KnoWhiz

June 2024 - August 2024

- Solo developed the landing page for the "Crafty" lecture generation feature with React and Next.js.
- Implemented the new user onboarding tutorials.
- Updated the feedback flow for the web-app.

### **PROJECTS**

PopSign Atlanta, GA

Georgia Institute of Technology

September 2024 – Present

- Maintain and build features for the ASL learning game in Unity.
- Perform and analyze user research to improve the user experience.

Altarune Atlanta, GA

VGDev

September 2024 – Present

- Build backend systems for the game in Unity.
- Implemented the "slither golem" enemy AI with a state machine.

Shooty Girl Atlanta, GA

Personal Project

June 2024 - July 2024

- Developed a 2D PVE platformer game in Unity with shooting mechanics and enemies.
- Built the webpage with React to deploy the game online.

### **GreenPlate: A Sustainable Food Management System**

Atlanta, GA

Objects and Design (Course)

January 2024 – May 2024

- Worked with a team in Android Studio to develop an application that aids users in tracking and planning meals.
- Implemented SOLID and GRASP principles along with design patterns to develop UI and functionality features.

### **SKILLS**

Languages: C#, C, C++, Java, JavaScript, JSX, TypeScript, Python, HTML, CSS, GLSL

Concepts: Agile Methodology, GRASP, SOLID, Scrum, Design Patterns

Tools: Git, React.js, Node.js, Next.js, Unity, Unreal Engine, Blender, Visual Studio, Visual Studio Code, IntelliJ, Android Studio, Office 365 Suite, MATLAB, Docker, Figma

## **EXTRACURRICULARS**

Violin / Georgia Tech Symphony Orchestra Programmer / VGDev August 2022 – May 2023

September 2024 - Present