

# 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

May 2026, Expected

## EXPERIENCE

### Software Engineer Intern

Wealth.com

Remote

July 2024 - Present

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

### Frontend Software Engineer Intern

KnoWhiz

Remote

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 using Redux Slices for global state management.
- Updated the feedback flow for the web-app.

## PROJECTS

### PopSign

Georgia Institute of Technology

Atlanta, GA

September 2024 – Present

- Maintain and build features for the ASL learning game in Unity.
- Assist in integrating the internal sign language camera recognition Unity toolkit.

### Altarune

VGDev

Atlanta, GA

September 2024 – Present

- Scripted the “slither golem” enemy AI with a C# state machine in Unity.
- Build UI functionality for the user HUD.

### Shooty Girl

Personal Project

Atlanta, GA

June 2024 – July 2024

- Developed a 2D PVE platformer game in Unity with shooting mechanics and enemies.
- Deployed the game online with a React web application.

### 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.
- 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, Vercel, Sanity

## EXTRACURRICULARS

Violin / Georgia Tech Symphony Orchestra

August 2022 – May 2023

Programmer / VGDev

September 2024 - Present