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

May 2026, Expected

Threads: Intelligence, Media

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 built with React.
- Built reusable and customizable components for the company's landing page.
- 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 built the landing page for the "Crafty" lecture generation feature with React and Next.js.
- Implemented the updated feedback flow for the web-app.
- Designed the addition of multiple input formats in the course generation feature.

PROJECTS

PopSign

Atlanta, GA

Georgia Institute of Technology

September 2024 – Present

Implement alternative input systems in Unity for testing the American Sign Language learning game.

Altarune Atlanta, GA

 $VG\ Dev$

September 2024 – Present

- Write unique enemy AI scripts for the top-down tower defense/action RPG roguelike game.
- Contribute designs and code for player-utilized towers in the primary combat system.

Shooty Girl Atlanta, GA

Personal Project

June 2024 – July 2024

- Solo developed a 2D PVE platformer game in Unity with shooting mechanics and enemies.
- Developed the webpage with React to deploy the WebGL build of the game.

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

Concepts: Agile Methodology, GRASP, SOLID, Scrum

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

EXTRACURRICULARS

Violin / Georgia Tech Symphony Orchestra

August 2022 – May 2023

Programmer / VG Dev

September 2024 - Present