

Rachel Kim

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

EDUCATION

Georgia Institute of Technology

Bachelor of Science in Computer Science; GPA – 3.5

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

Atlanta, GA

May 2026, Expected

EXPERIENCE

Software Engineer Intern

Wealth.com

Remote

August 2024 - Present

- Assisted marketing by delivering requested Sanity components with React.js for the Series A Funding Round announcement on the corporate website.
- Overhauled icon management by building the internal icon library and consolidated the codebase by updating all icon usage throughout the web application.
- Resolved frontend and backend issues raised in GitHub by troubleshooting and debugging the codebase.

Frontend Software Engineer Intern

KnoWhiz

Remote

June 2024 – August 2024

- Solo developed a 7-page landing site for the “Crafty” lecture generation feature with React.js and Next.js.
- Delivered the landing site overhaul and used CSS to increase interactivity with new/improved animations.
- Built responsive custom tutorial and tooltip components for 5 user onboarding flows, using Redux slices for global state management and fetching backend data to track user-specific progress.
- Designed and implemented the frontend for the updated feedback flow in the web application.

PROJECTS

PopSign

Georgia Institute of Technology

Atlanta, GA

September 2024 – Present

- An educational sign language game built in collaboration between Google, Georgia Tech, and RIT/NTID.
- Integrated the internally built Unity toolkit for sign language camera recognition into the main game.
- Constructed test scenes to experiment with various input systems and user experience flows.

Altarune

VGDev

Atlanta, GA

September 2024 – Present

- A top-down action game centered around tower defense and dodge mechanics.
- Coded the “slither golem” enemy AI by writing the state machine with C# and utilized coroutines to program seamless executions of actions/attacks.

Back to Basics

VGDev

Atlanta, GA

September 2024 – Present

- A parry and combo-based action game with rhythm game mechanics.
- Developed the beat indicator in the player HUD/UI to increase accessibility and visually aid users in successfully timing their inputs.

GreenPlate: A Sustainable Food Management System

Objects and Design (Course)

Atlanta, GA

January 2024 – May 2024

- Worked with a team of 6 in an Agile development environment to develop a mobile application that aids users in tracking/planning meals in Android Studio.
- Updated the “recipes” section to use the Observer pattern to decouple recipe classes from the recipe managers while still allowing communication between objects.

SKILLS

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

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

Tools: Git, React.js, Next.js, Visual Studio, Visual Studio Code, Figma, Vercel, Sanity, Unity, Unreal Engine, Blender, IntelliJ, Android Studio, JSX, Docker