Rachel Kim

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EDUCATION

Georgia Institute of Technology   Atlanta, GA
Bachelor of Science in Computer Science   December 2025, Expected
Threads: Intelligence, Media
National Merit Corporate Scholarship Recipient, Raytheon-sponsored, Awarded 2022

EXPERIENCE

UI/UX Design Intern   Remote
KnoWhiz   June 2024 - Present
- 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.
- Participate in firsthand user testing and design research to develop innovative solutions for product direction.
- Designed the website course generation feature to support the input of multiple data types.

Advanced Coder – AI Training   Remote
Outlier   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   Atlanta, GA
Personal Project   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, and detect players.
- Deployed WebGL build online using React and GitHub.

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.
- 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, C#, C, Python, HTML, CSS
Concepts: GRASP, SOLID, Agile, Model-View-ViewModel (MVVM), Scrum
Tools: Git, React.js, Node.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