

# Sung Jin Kim

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## EXPERIENCE

**Junior Software Engineer** - *Enchanted Diamonds (Nov 2016 - Present)*

**Software Engineer Intern** - *Enchanted Diamonds (Aug 2016 - Nov 2016)*

- Revamped web application designs, reducing bounce rate by 8%
- Developed various responsive web pages and features to facilitate shopping experience
- Created content platform for users to share their special moments and product feedbacks
- Monitored external sales by generating and updating csv files for affiliate merchants

**Information Technology Intern** - *Success Academy Charter Schools (Jun - Aug, 2013)*

- Maintained and imaged Apple products for over 20 schools
- Trained over 100 new and incoming staff, facilitating equipment operation
- Tested and launched new Student Information Systems as a QA tester

## PROJECTS

**Fable** (*Ruby on Rails, React.js, Redux*) | [live](#) | [github](#)

*Blogging app inspired by Medium*

- Single-page and responsive React.js app powered by a RESTful Rails architecture
- Utilizes AWS S3 to store space-intensive file uploads in the cloud to allow scalability
- Implements [PgSearch](#) to generate global index and search against one or multiple classes

**Question To All Answers** (*Ruby on Rails, Backbone.js*) | [live](#) | [github](#)

*Text and annotation sharing app inspired by Genius*

- Single-page Backbone.js app powered by a RESTful Rails architecture
- Uses [Rangy](#) to index and annotate lyrics and deliver cross-browser user experience

**PokeSnake** (*JavaScript, HTML5, CSS, jQuery*) | [live](#) | [github](#)

*Snake game built with JavaScript, sprite sheets & HTML5 audio elements*

- Uses CSS @keyframes to control the intermediate steps in animation
- Toggles HTML classes using jQuery to optimize sprite sheets positioning

**It's Morphin Time** (*JavaScript, Three.js*) | [live](#) | [github](#)

*Morphing particle system built with JavaScript and Three.js library*

- Creates an immersive 3D visualization of a particle system
- Alters and renders the vertices of the particles to produce 3D animation

**Chess** (*Ruby*) | [github](#)

*Command line version of Chess*

- Applies multiple levels of class inheritance to keep the code DRY and modular

## SKILLS

Ruby	Ruby on Rails	SQL	HTML	jQuery	Responsive
JavaScript	React.js	Redux	CSS	Git	Design

## EDUCATION

**Bachelor of Science** - *New York University (May 2014)*

*Management Information Systems*

- Constructed a music store website database with Microsoft SQL Server 2012