

Soo Jung Kim

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SUMMARY

Full Stack Developer with a strong background in creating and deploying full-stack web applications. Adept at thriving in fast-paced environments, solving complex problems, and managing projects from inception to completion. Skilled in effective collaboration, clear communication, and training contractors to ensure smooth operations. Detail-oriented professional with a passion for innovative problem-solving and continuous learning, supported by a solid educational foundation in Interactive Media Studies and Zoology from Miami University and Full Stack Web Development from Flatiron School.

TECHNICAL SKILLS

Python with Flask, SQL, JavaScript, React, Next.js, TypeScript

TECHNICAL PROJECTS

Cafe Critic - [Github](#) | [Demo](#)

Fully deployed full-stack web application enabling users to leave reviews for cafes and comment on existing reviews within the cafe.

- Developed using **React**, **JavaScript**, **Python**, and **SQLAlchemy**.
- Implemented a **CRUD** system for multiple models and integrated **Google Auth** for user authentication.
- Individualized user activity by tracking username upon **POST** request.

Plantsy: Dead or Alive - [Github](#) | [Demo](#)

CLI game that mimics plant growing simulation

- Utilized **Python** and **SQL** with the help of **CLI**.
- Generated series of **random** events that occur as the user progresses throughout the game.
- Focused on many-to-many model relationship and serialization.

Slice Sleuth - [Github](#) | [Demo](#)

Webpage game that keeps track of the user's score and displays it on scorepage. Users are able to keep track of their score via their username and are able to play two unique rounds.

- Coded with **JavaScript** and worked with **React** to display everything on the front-end. Database was created by the contributors and no back-end features were used.
- Contains basic login features using **useContext** with authorization process to access the quiz.
- Designed using basic CSS and HTML without any design framework assistance.

EXPERIENCE

Blizzard Entertainment

June 2021 – January 2024

Competition Operations - Coordinator

Irvine, CA (Remote)

- Established strong relationships with 19 international teams and players, acting as a representative for the company and cultivating trust.
- Recorded API data for 300+ online and offline tournament matches with the prize pool of 4 million dollars.
- Managed and executed multiple projects for competition necessities, including a crisis management plan, game operations run of the show, and more.
- Communicated pertinent league updates to players, teams, and internal partners, ensuring they were well-informed about any adjustments, schedules, or other related news.
- Act as the primary operations lead during both live and online events with approximately 1 million viewers which entailed taking charge of discussions between numerous teams, including broadcast, operations, and

participating parties, to ensure seamless execution and optimal outcomes.

- Trained contractors on competition operations processes and protocols, ensuring they were well-prepared to support event execution and management.

MEK Review

January 2019 – June 2021

College Prep Coordinator

Palisades Park, NJ

- Assisted the curriculum directors with college prep exam documentation and data collection of 100+ students.
- Lead weekly meetings as an administrative lead for the college prep team.
- Collected submissions from 100+ students to provide accurate data analysis of their achievements within the program.
- Trained part-time workers on administrative processes and data collection methods to ensure efficient and accurate program operations.

EDUCATION

Flatiron School

January 2024 – May 2024

Certified - Full Stack Web Development, Python with Flask and JavaScript program

Remote

Miami University

Oxford, OH

BA, Interactive Media Studies BA, Zoology