

## Andrew Kim

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### EDUCATION

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#### **Brown University** Providence, RI (2016 – 2020)

- Class of 2020, prospective Computer Science concentrator, GPA: 4.00
- Current courses: Intro to Software Engineering, Intro to Discrete Structures and Probability, Linear Algebra, Philosophy: The Place of Persons
- Past courses: Accelerated Introduction to Computer Science, Introduction to Cognitive Science, Intermediate Calculus, Intro to Data Science

#### **Hong Kong International School** Hong Kong (2009 – 2016)

- Class of 2016, GPA: 3.95/4.00, SAT: 2390/2400
- Significant awards: HiMCM Outstanding, Head of School Award, Student Digital Leadership Team Leadership Award, Hong Kong Youth Music Interflows Gold Award, AP Scholar with Distinction

### PROJECTS & CAREER EXPERIENCE

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#### **Anonymize Me** Providence, RI (September 2016 – Present)

- Built a prototype and business plan to showcase to Startup Weekend Education Providence 2016, where it won first place.
- Plan to finalize the prototype and run pilot programs in schools around the Providence area in order to obtain feedback.

#### **PFO E-commerce Store, Student Intern** Hong Kong (October 2015 – February 2016)

- Developed an online store for the HKIS Parent Faculty Organization (PFO) to sell apparel for the 2016 Chinese New Year.
- Managed the website during the sales period, making changes to functionality where necessary.

#### **4PLAT, Student Intern** Seoul, South Korea (July 2015 – August 2015)

- Analyzed the Korean, Japanese, and English mobile game markets, to understand what each market favors in mobile games, and what aspects and strategies make a mobile game more effective in generating revenue.
- Formed various action plans for the company, including what to change or add in current games, and which direction to take for upcoming games.
- Learned the state of the video game industry, and the work culture of a mid-sized company.

### LEADERSHIP EXPERIENCE

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#### **Student Digital Leadership Team** Hong Kong (August 2015 – June 2016)

- Administered technology-based workshops throughout the year, organizing members to teach various topics of technology to parents, teachers, and students.
- Managed other members of the team to provide technical assistance throughout the school.
- Set-up a digital troubleshooting library for the school.
- Assisted in running and promoting various digital activities and competitions in school.

#### **HKIS Amnesty International** Hong Kong (August 2015 – June 2016)

- Managed multiple events (such as Silence Day, school exhibitions, letter-writing and fundraisers) to raise awareness within Hong Kong and the HKIS community.

### SKILLS & INTERESTS

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**Languages:** Python, Java, Ruby, R, Racket, HTML/CSS, Ruby on Rails

**Interests:** Game design, martial arts, trumpet performance