Tyler Kim

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EDUCATION

Cal Poly San Luis Obispo | San Luis Obispo, CA — Expected Grad - June 2029

Bachelor of Science in Computer Science

Clubs: CS + AI, Hack4Impact

EXPERIENCE

Software Developer Intern — Sep. 2025 - Present

Spread Goodness

- Engineering an **MVP** for Spread Goodness utilizing full-stack technologies like Vite, React, MongoDB to incorporate in both web and server applications
- Optimizing existing component-based architecture by re-shaping and debugging over **8+** individual function components
- Collaborating through Git and Plane with remote team to ensure smooth and clean pilot launch by **mid-October** in multiple schools across the state

Head CS Tutor — Sep. 2022 - Dec. 2024

Garden Learning Center

- Developed and taught multiple **6-week** courses introducing programming logic, foundational coding, and game design to aspiring computer science students
- Trained multiple tutors in order to create individualized growth plans for each student, leveraging Slack to optimize communication and efficiency

GATI Research Intern — June 2024 - Aug. 2024

University of Irvine

- Designed and programmed an Arduino/MATLAB-based sensor prototype to detect neck movements for SCI patients.
- Conducted **20+ hours** of research in hardware integration and human-robotic interaction to optimize system performance
- Assembled hardware prototypes using organized physical systems, integrating embedded software to execute valid performance tests

PROJECTS

Object Detection - InspiritAI | *Python, YOLO* — **June 2023 - July 2023**
- Utilized Darknet/YOLO framework to **optimize** image detection software by modifying a pre-existing model into a CNN
- Increased overall image detection accuracy by **8%** in by clearing overfitting and adjusting NMS & OBJ thresholds

Laser Mania - Roblox | *Lua, Blender* — **Jan. 2020 - Dec. 2024**
- Created and programmed open-source 3D assets to ship to main page, amassing a total of over **3000+** individual user downloads
- Independently coded and designed a multi-layered interactive game with over **40+** unlockable assets, achieving an **88%** positive rating across **5,000+** plays

tjsook.github.io | *CSS, HTML, JSS* — **Sep. 2025 - Current**
- Designing personalized website with full front-end solution using CSS, HTML, and JS
- Working on integrating MongoDB for flexible and NoSQL document database for user profiling and contact form

TECHNICAL SKILLS

Languages: C#, CSS, JavaScript, Lua, Python, HTML

Developer Tools: Figma, Matlab, VS Code

Technologies / Framework: Git, React, MongoDB, Vite, Firebase