

3030 43rd Ave NE
Tacoma, WA 98422

Taehun Kim

(612)961-0308

Kim.taehun0221@gmail.com
github.com/tk0221
[linkedin.com/in/tk0221](https://www.linkedin.com/in/tk0221)

Education

The University of Minnesota	Minneapolis, MN	Dec 2013
Bachelor of Science in Computer Science, System track		
– Advanced Algorithm and Data Structure	– Operating System	
– Introduction to Distributed System	– Parallel and Concurrent Programming	

Work Experience

Culling Enterprise	Lakeville, MN	Dec 2017 – Present
CTO github.com/tk0221/mining_project		
– Build crypto-currency mining facility generates 7700MH/s for Ethereum mining.		
– Responsible for making every technical decision from hardware selection to optimizing software running on mining machines.		
NBC Sports Engine	Minneapolis, MN	June 2015 – Dec 2017
Software Engineer sportsengine.com		
– Develop and maintain Contents Management System(CMS) for Sportsengine users.		
– CMS built on Ruby on Rails, simultaneously adopting new services features with the Agile development environment. Responsible for regarding lifecycle of feature related to CMS.		
– Tools: Mainly use Ruby on Rails, Node.js and AngularJS, ActiveRecord		
United State Army Reserve	Fort Snelling, MN	Mar 2014 – Present
Unit Supply Specialist		
– Responsible for supervision and maintenance of all Army Supplies.		
MAST Laboratory	Minneapolis, MN	Apr 2013 – Dec 2013
Student Developer		
– Developed software for NEES . The System automatically gathered experiment data from each device and uploaded to a central server. Developed with a supervisor from the ground up.		
– Tools: Java, HTML, JavaScript, PHP		

Skills

Languages: Ruby on Rails, HTML C++, Java Tools: git, lamp, aws, osx, ubuntu

Activities

Member of Ellaism Dev	OpenSourceProject on Github	Dec 2017 – Present
– Cryptocurrency, Ethereum like network with no premine and no dev fees.		
– Support Ellaism community and freely commit code as I found errors in source code.		
Personally focusing on UI/UX and myellawallet .		
Member of Mensa Korea(Mensan)		Feb 2009 – Present