# TAEKYOUNG KIM

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## EDUCATION

**BACHELOR OF SCIENCE IN COMPUTER SCIENCE** Expected Dec 2020

Oregon State University, OR GPA: 3.89/4.0

Relevant Coursework: Analysis of Algorithm, Cloud App Development, Computer Architecture and Assembly Language, Data Structures, Introduction to Computer Networking, Mobile Software Development, Operating Systems, Software Engineering II – Testing, Web Development

**MASTER OF SCIENCE IN INFORMATION SCIENCE** Completed 18 credits

North Carolina Central University, NC GPA: 4.00/4.0

Relevant Coursework: Advanced Data Base Systems, Data Mining with Statistical A, Systems Analysis

**BACHELOR OF LAWS**

Kunkuk University, Seoul, South Korea GPA: 3.74/4.30

## PROJECTS

**PROJECT REVIEW WEB APPLICATION** Jun 2020

- Implemented a program that shows a resume and projects and gets a review from visitors in React.js and Node.js with MongoDB Atlas.
- Deployed on AWS http://ec2-54-160-93-80.compute-1.amazonaws.com

**STORE INVENTORY ORGANIZATION SYSTEM** Mar - Jun 2020

- Implemented REST API for products and containers with Python Flask, which is back end programming.
- Use JWT for User authentication and products are created by the authenticated user in front end.
- Deployed on Google Cloud Platform https://final-cs493-kimtaeky.wl.r.appspot.com

**CUSTOMER SERVICE CHATTING APPLICATION** Jan - Mar 2020

- Created a chatting application with a Python server and a C client that allows the server can engage in multiple chats with several clients simultaneously using multi-threading.
- Implemented a client-server network application using TCP protocol and socket API.

**FILE ENCRYPTION and DECRYPTION APPLICATION with OTP** Sep - Dec 2019

- Implemented a program that can encrypt a given file and generate One-Time-Pad key from the server. Then, the file will be sent to a client and be decrypted with the given key in C.
- Reduced the operation time with multi-processing and used network calls.

**ADVENTURE GAME on POINTER-LINKED SPACES** Jan - Mar 2019

- Implemented an adventure game that has several rooms in a house connected with pointers and a user is exploring the house to find a USB that is hidden in one of rooms randomly set in the beginning in C++.
- Implemented several components including: creating different items that can affect the user's properties/status, ending a game when the user matches the condition such as out of health point, and displaying a map on the screen based on a user's movement.

## SKILLS

- **Programming Languages and Technical Skills**: C++, C, Python, Flask, JavaScript, React.js, Node.js, Java, Bash, MySQL, MongoDB Atlas, HTML/CSS, GCP, AWS
- **Languages**: Native in Korean, Fluent in English

## LICENSE AND CERTIFICATE

- **IT Foundation Certificate,** Wake Technology Community College Aug 2016