JACKY KIM

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STATEMENT

Penultimate Software Engineering student @ UoA looking for **2024/2025** internship opportunities. Eager to apply & strengthen my skills in a professional environment, passionate in all things tech.

EDUCATION

UNIVERSITY OF AUCKLAND. NZ Feb. 2022 - Nov.2025

Bachelor of Engineering (Honours), specialising in Software

- 8.0 / 9.0 GPA (A Average)
- First in Course in SOFTENG 281 (2023)
- Dean's Honours List Top 5% of Engineering Cohort (2022)

RELEVANT COURSEWORK

- Object-oriented Programming
- Data Structure and Algorithms Version Control (git)
- Database Systems
- Operating Systems
- Networks and Security
- Complex Analysis
- Optimisation

PROJECTS

ELETHAL COMPANY MODDING | C#, BEPINEX, HARMONY, ILSPY, .NET FRAMEWORK

- Developing mods for Lethal Company in C#, using ILSpy to decompile & reverse engineer the game's source code in order to patch/tweak in-game mechanics using BepInEx, Harmony and .NET Framework.
- Frequently updating & maintaining my mods, based on user feedback from community servers with over 100,000+ members.
- Currently have 4,500+ total downloads collectively on the Thunderstore page.

⊘CHEAT SHEET SCRIPT | PYTHON, BS4, GSPREAD, GOOGLÉSHEETS API

- Working on a script that **automatically generates** a google sheets document that provides the player with useful in-game information for Terraria in Python.
- Using BeautifulSoup4 to scrape in-game data from the official wiki page and gspread & Google Sheets API to process and output the data onto a Google sheets document.

PORTFOLIO WEBSITE | REACT, JAVASCRIPT, TAILWIND CSS. VITE

- Built a **personal website** to display projects & portfolio work using React and JavaScript with styling using Tailwind CSS.
- Used **Vite** to fast setup a local development server, streamlining the development process of the page layout & UI.

TECH SKILLS

LANGUAGES

Java, C, C#, Python, HTML, CSS, JavaScript, SQL, CIL, MATLAB, R

TECHNOLOGIES

JavaFX, OpenAI, MySQL, React, Tailwind CSS, RStudio, Maven, VS Code, Visual Studio, Ubuntu, ILSpy, Git/GitHub

INTERESTS

Custom tech & tinkering, modding / developing video game utilities, cooking, piano, music production, keeping up with the latest tech