

# Ian Kim

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## EDUCATION

### University of California, Riverside

Sep 2019 - Dec 2023

#### Bachelor of Science in Computer Science

**Relevant Coursework:** Data Structures & Algorithms, Intro to Software Engineering, Software Construction, Embedded Systems, Technical Communications

## PROJECTS

### Movie Portal

React, JavaScript, HTML

- Created a comprehensive database for films using OMDb (Open Movie Database) API and YouTube API.
- Applied features to fetch and display information such as titles, release dates, and plots for 1000s of movies.
- Provided routing navigation to provide extra data regarding a specific, individual movie.

### Writing Assistant Web App

C++, JavaScript, HTML, CSS, Github

- Collaborated effectively in a team to build a website that allow writers to randomly generate various prompts (characters, locations, objects) when lacking inspiration.
- Supported login/authentication features to allow users to save their generated prompts and download them in file format.
- Implemented features that allowed users to select the type of prompts they wished to generate.
- Integrated OpenAI libraries to generate descriptions based on templated results, enhancing the diversity of generated content.

### Movie DB Manager

C++, JavaScript

- Created a database capable of performing basic CRUD operations, ensuring data integrity and efficiency
- Enabled efficient manipulation of Movie and Actor classes by using appropriate data structures.
- Utilized GoogleTest framework to troubleshoot and validate correct functionality of classes, ensuring attributes returned the correct data.
- Engaged in common industry practices such as Scrum meetings and using artifacts such as product backlogs and user stories.

### Weather Monitor Display

C, Arduino, TinkerCAD

- Developed an Arduino sketch to read live temperature and humidity data using microcontroller components such as a DHT sensor and 4-digit display.
- Utilized finite state machine logic to switch between 3 different display modes, giving multipurpose functionality to a physical joystick component.
- Gained hands-on experience troubleshooting code linked to physical hardware and resolving technical issues with system functionality.

### Elementary

C++, Github

- Designed a turn-based RPG app with battle mechanics inspired by Pokémon, focusing on the interaction between Greek elements (fire, earth, wind, and water), simulating a rock-paper-scissors approach.
- Implemented software design patterns such as Factory pattern and Strategy pattern to tailor to the gameplay design.
- Leveraged Visual Studio's live-share features to foster communication and interaction between team members.
- Utilized Kanban methodology to organize individual tasks and workflow.

## SKILLS

- Languages: C++, C, SQL, Java, Python, JavaScript, HTML/CSS
- Git, Github, Visual Studio, React
- Sprint/Agile, Kanban