

YOOJUN KIM

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EDUCATION

The Pennsylvania State University,
College of Engineering
B.S. in Computer Science

University Park, PA
Date of Graduation: May 2027
Current GPA: 3.51/4.00
Dean's List 1/4 semesters

- Military Leave: March 2023 – September 2024
- Relevant Course Work: Programming and Computation, Data Structure, Object Oriented Programming with Web-Based Applications

WORK EXPERIENCE

Kim & Chang Law Firm

Jong-no, Korea

AI Research and IT Assistant Intern

October 2024 – December 2024

- Conducted research on AI advancements and legal implications, contributing to the firm's knowledge base as measured by increased AI-related insights, by preparing detailed reports on current AI trends
- Promoted an AI Law System to enhance the firm's tech-driven legal capabilities, demonstrated by improved awareness and application of AI resources across teams
- Facilitated IT knowledge transfer, bridging technology gaps for non-technical staff by translating technical materials and delivering clear instructions to enable smooth adaptation to new systems

Republic of Korea Army

Hwa-Seong, Korea

Sergeant

March 2023 – September 2024

- Accomplished training objectives, as shown by soldiers' operational readiness, by instructing in tactical and communication skills
- Ensured network stability and communication efficiency, as evidenced by reduced system downtimes, by maintaining and installing critical military devices

CoconeM

Non-Hyeon, Korea

Fall Intern

September 2022 – December 2022

- Developed a streamlined URL-sharing tool, as measured by improved team efficiency, by creating a short-URL generator for digital name card exchanges
- Enhanced web application usability, as evidenced by improved interface functionality, by implementing features in React and TypeScript

PROJECT/RESEARCH

Pygame Development Project in the Army

Hwa-Seong, Korea

Project Leader

May 2024 – September 2024

- Led the development of interactive games (Tetris, digital ping-pong, and snake), as measured by their adoption and use during soldiers' break times, by managing the team and utilizing Python with Pygame libraries.
- Provided stress-relief solutions for fellow soldiers, as evidenced by positive feedback and frequent game usage, by designing and deploying engaging and accessible games tailored for relaxation.

Flappy Bird - Mobile Game Development

University Park, PA

Game Developer and Designer

December 2021 – January 2022

- Developed and designed a mobile game clone of "Flappy Bird" using C#, as measured by 108 downloads on the Google Play Store, by coding and deploying the game.
- Entertained and engaged over 100 users, as demonstrated by the number of downloads, by creating an enjoyable and accessible gaming experience.
- Achieved proficiency in C# programming, gaining essential game development skills by challenging myself to learn a new language and apply it to a practical project.

SKILLS & INTERESTS

Skills:

- Programming Languages: C, Python, Java, TypeScript, and React
- Linguistic Skills: fluent in Korean and English, basic Japanese