

# YOUNG KIM

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## EDUCATION

### Seattle University

Master of Science in Computer Science

- GPA 4.0/4.0

March 2025 – March 2027

Seattle, WA

### University of Washington

Bachelor of Science in Computer Science & Systems, Minor in Mathematics

- GPA 3.81/4.0
- Dean's List Honoree (Multiple Quarters)
- Researched evolutionary AI and predator-prey simulations, extending neural network input capacity for binocular vision and co-authoring a published paper.

September 2021 – March 2024

Tacoma, WA

## EXPERIENCE

### Lead Software Engineer Intern

June 2025 – Present

Hawl Technologies, LLC

Remote

- Developed and maintained **full-stack features** using React.js, Next.js, JavaScript, TypeScript, Python, Node.js, and MongoDB, integrating file upload pipelines and AI-enhanced APIs, which reduced user setup time by 40% and improved system flexibility.
- Revamped and optimized the **frontend UI/UX**, designing new layouts for home, authentication, and chat pages, implementing dark/light mode support, and refactoring state management, which **improved responsiveness by 35% and enhanced accessibility**.
- Integrated external APIs into the backend MCP server to improve **data accuracy and relevancy by 35%**, implementing structured query handling and fine-tuned response filtering for AI-driven applications.
- Led a distributed engineering team by **assigning tasks, testing implementations, and providing structured feedback**, while coordinating communication to improve project alignment, velocity, and code quality.

### Software Engineer Intern

June 2025 – August 2025

Bilimetrix USA

Remote

- Improved unit **test maintainability by 30%** by centralizing redundant mock data into a helper module, demonstrating attention to detail in debugging and design, in a C# Microsoft Blazor codebase.
- Boosted diagnostic accuracy by 20% by engineering a pixel-brightness-based shadow detector, applying problem-solving in algorithm design for medical image analysis.
- Actively contributed to design discussions and code reviews by managing GitHub source version control, writing comprehensive unit tests, and implementing CI pipelines to ensure **100% code coverage**. Utilized Microsoft **Azure** to host the application.

### Research Associate

September 2023 – March 2024

University of Washington

Tacoma, WA

- **Increased neural network robustness** by extending input capacity for binocular vision, enabling agents to process dual-eye perspectives with configurable parameters for more realistic predator-prey behavior, improving accuracy by 25%.
- Visualized evolutionary progress through an interactive UI, allowing users to observe agent behaviors and adaptation trends over time.
- Enabled agents to evolve hunting and gathering strategies by implementing generational neural network adaptation, vision-based perception, and resource-driven survival mechanics.
- **Co-authored a research paper** documenting methodology and findings, strengthening the project's scientific contribution and demonstrating strong written communication.

## PROJECTS

### SeaTrack | JavaScript, SQL, HTML, CSS, React.js, Node.js, Express.js, PostgreSQL

March 2025 - Present

- Developed a full-stack time-tracking web application to log and manage dates, times, and user activities, applying **Agile Scrum methodologies** in an agile software development team environment.
- Built robust, user-focused application logic and business rules by **deploying RESTful API endpoints** with Express.js for CRUD operations, connecting a React.js frontend to a PostgreSQL backend following good database principles and design.
- Improved usability and performance by implementing session-based authentication with UUIDs, designing reusable UI components, and server-side REST query filtration, reducing manual entry by 40% and query load times by 30%.
- Collaborated in a team using professional software engineering practices for full software development life cycles by **regularly partaking in code reviews, testing, upholding coding standards, and regular stand-up meetings**.

## TECHNICAL SKILLS

**Languages:** JavaScript, Python, TypeScript, Java, C#, HTML, CSS, SQL, C

**Frameworks:** React.js (experienced with TypeScript), Node.js, Next.js, Express.js, .NET, FastAPI, Flask

**Tools:** Git, GitHub, Azure, AWS, Docker, Unity, Ubuntu, Postman, Overleaf, Visual Studio

**Database:** MySQL, PostgreSQL, MongoDB