

JINNY KIM

Aspiring Renaissance Woman

resume@kimyounjin.com
646 - 494 - 6797

Projects

Quin

Fall 2012

Facebook Global Hackathon Finals 2012 Winner

Built a speech-to-text, natural language app for iOS 6 to improve the existing Facebook search.
Contribution: Graphic components, help page HTML/CSS, NLP search training and testing.

Ninjaquote

Winter 2012

Waterloo Facebook Hackathon 2012 Winner

Created a website in 24 hours that used statuses to test users' knowledge of their friends.
Contribution: Layout of website components, graphics and visuals, advertising.

thinkfree.ly

Winter 2012

Velocity Venture Fund 2012 Finalist

Co-founded a startup building a visual, collaborative tool for organising information.
Contribution: Marketing research, graphics and presentation materials, networking.

Introduction to Artificial Intelligence

Fall 2011

Participated in the inaugural offering of Stanford's free AI class.
Final mark: 91.6%, Final exam: 100%

Work Experience

XMG Studio Inc.

Fall 2013

Game Tester

Ran test cases and wrote bug reports for pre-release versions of games for Android and iOS devices.
Suggested improvements to improve and increase efficiency of existing test cases.
Assisted with translating builds to French, Italian, German, and Spanish.

Tenthbit, Inc.

Summer 2012

QA Engineering Intern

Rigorously tested pre-release versions of Pair for Android and iOS.
Provided timely customer support to users via multiple channels.

Société Générale de Surveillance

Fall 2011

Hydrometallurgy Technologist

Extracted rare earth and metals and radioactive elements using hydrometallurgical processes.
Gained experience in both bench-scale laboratory work and pilot plant operations.

Environment Canada

Winter 2011

Great Lakes Research Assistant

Carried out extraction techniques to study human markers in river and lake water.
Performed combustion analysis to measure organic and inorganic suspended solids in samples.

University of Waterloo

Summer 2010

E-Communications and Marketing Associate

Collaborated in planning events catered to prospective students.
Regularly gave tours and acted as an information source for Waterloo Engineering.
Upgraded the Facebook recruitment page for Waterloo Engineering.
Increased group membership and traffic over 400% in less than six weeks.

University of Waterloo

Candidate for Bachelor of Mathematics in Joint Combinatorics & Optimization and Pure Mathematics (co-op)

Expected graduation date: April 2015.

Velocity resident: January–December 2012, January–April 2014

| | | |
|-------------------------|--|----------------------|
| <i>Extracurriculars</i> | <u>Computer Science Club</u> (president) | May 2014–present |
| | <u>MathNEWS</u> (writer) | May–August 2014 |
| | Intramural dodgeball team (captain) | January–April 2014 |
| | <u>Computer Science Club</u> (secretary, office staff) | January 2013–present |
| | Waterloo Facebook Hackathon (participant) | 2012, 2013 |
| | <u>Brown University Crisis Simulation</u> (Waterloo delegation member) | March 2012 |
| | Top Hat Monocle's First Hackathon (Second Place) | July 2011 |
| | <u>SE Hack Day</u> (participant, co-organizer) | 2011–Present |
| | <u>Inaugural Rube Goldberg Machine Project</u> (project leader) | Winter 2010 |
| | University of Waterloo Chemistry Laboratory Teaching Assistant | 2009–2010 |

| | | |
|----------------------------------|--|---------------|
| <i>Awards and Certifications</i> | TD Bank Group Scholarship | 2013–2015 |
| | Dr. Paul D. Steinhauer Scholarship | 2012–2013 |
| | Georgian College MED A3 Certification | February 2011 |
| | Government of Canada Physical and Security Clearance | December 2010 |
| | The Dominion Scholarship | 2009–2012 |
| | Engineering Society 'A' President's Award | March 2010 |
| | Vanna Malisani Foundation Scholarship | 2008–2009 |
| | Time Person of the Year | 2006 |

Interests

Art and Design

I strive to follow Dieter Rams' principles of good design in every project or doodle.

Languages

My native language is Korean. I understand basic French and rudimentary Russian.

Rock Climbing

I enjoy both bouldering and top-roping. I am working on 5.9–5.10+ problems.

