

Terry Kim

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EDUCATION

Carnegie Mellon University

Bachelor's in Information Systems, Minor in Computer Science

GPA: 3.71

Pittsburgh, PA

Sept. 2022

EXPERIENCE

Product Management Intern

June 2023 – August 2023

Netmarble

Seoul, South Korea

- Assisted highest revenue social casino game "Jackpot World" from SpinX Games applying Excel, Python, and Unity in order to strategically fix potential bugs and also improving overall experience of the game
- Reached out to 3000+ VIP clients, transforming their feedback into quantitative data through SQL and then into improvements, directly communicating with Unity and Swift developers on the team
- Participated in planning advertising plans, providing competitor analysis and industry research in North America

Undergraduate Research Assistant

May 2023 – August 2023

Carnegie Mellon University

Pittsburgh, PA

- Collaborated on a research project oriented on topics in options hedging with stochastic calculus
- Created and delivered weekly market presentations on various asset classes, including equities, interest rate products, currencies, and commodities

Equity Analyst

Jan. 2023 – Present

Tartan Student Fund

Pittsburgh, PA

- Managed over 20% of Carnegie Mellon University's active endowment portfolio valued over \$80,000 in the tech, healthcare, and telecommunication sector
- Completed weekly coverages on McKesson (\$MCK) and Cano Health (\$CANO) using Bloomberg, S&P Capital IQ, Mergent Online, and McKinsey reports
- Underwent weekly training in accounting, stock pitching, and valuations, including reading income statements, cash flow statements, and balance sheets as well as performing comparable company analysis and discounted cash-flow analysis
- Performed top-down analysis utilizing discounted cash flow model and comparable company analysis, growth driver evaluation, industry trends, and risk analysis for a long pitch on Medtronic, Costco, and Simply Good Foods

PROJECTS AND EXTRACURRICULAR ACTIVITIES

iOS Mobile Game | *Unity, Figma, Azure, PlayFab*

August 2023 – Present

- Designed and developed a Full-Stack mobile game with Figma and Unity consisting of popular arcade games, planned to release in the App Store soon
- Integrated Azure for easy planning and development of the game and PlayFab for player data management

Options Hedging Simulator | *Python, Flask, Tkinter, Numpy, Pandas, Matplotlib*

May 2023 – September 2023

- Developed a Full-Stack Python application using Flask as the API and Tkinter for GUI
- Utilized NumPy, Matplotlib, and pandas to price options discrete time from stochastic calculus models, achieving prices equivalent to Black-Scholes
- Tested Geometric-Brownian motion to optimize and simulate asset payout prices
- Incorporated advanced functionality to evaluate options strategies, including Iron Condor, Straddle, and Strangle, facilitating users to assess potential profitability and risk

TECHNICAL SKILLS

Languages: Python, C/C0, JavaScript, TypeScript, HTML/CSS, R, LaTeX, React, Unity

Technicals: Financial Statement Projections, Data Analytics, Financial Product Analysis, Object Oriented Programming, Data Structures and Algorithms

Software: Git, Github, Figma, Google Cloud Platform, VSCode, Adobe Photoshop/Illustrator/XD, Excel/Numbers/Sheets, Linux