Harry Kim

Software Engineer

CONTACT

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SKILLS

FRONT END

HTML • JSTL • CSS • SASS • GWT
JavaScript • jQuery • Bootstrap
Webpack • RequireJS • JSON
UnderscoreJS • AJAX • D3js

BACK END

Java • Spring • Hibernate
MySQL • Maven • FFMpeg • Joda
C# • Python • C++ • Selenium

APPLICATIONS

Windows XP+ • Mac Lion+ • Ubuntu 14.04+
IntelliJ • Robot Framework • HeidiSQL
MySQL Workbench • Photoshop • Illustrator
Sublime Text • Microsoft Office • Visual Studios

EDUCATION

DREXEL UNIVERSITY

Bachelor of Science in
Computer Science
Graduated: June 2020
Awarded PHISIM Scholarship

MONTGOMERY COLLEGE • MD

Associates of Arts Degree in
Computer Science
Graduated: May 2015
Renaissance Honor Scholar

EXPERIENCE

Developer and Quality Assurance (QA) Intern @ Dell Boomi
Apr 2017 – Sep 2017
- Improved the user experience (UX) to be more human-centered and accessible by altering the user interface (UI) on the production application with GWT, JSTL, and CSS.
- Maintained the integrity of the proprietary cloud application by automating regression testing using Selenium, ultimately reducing hours of work needed by manual testers.
- Discovered and prevented a critical bug that would have cost the company millions from a breach of contract.

Junior Java Web Developer Intern @ Verilogue
May 2016 – Nov 2016
- Delivered many new features while rapidly learning many unfamiliar languages and frameworks such as Spring, jQuery, Hibernate, and various Maven artifacts.
- Refactored numerous bugs to both front and back-end code on a daily basis to ensure the software's stability.
- Collaborated with other teams and stakeholders to translate business requirements into technical solutions for their main web application while utilizing familiar languages such as Java, JavaScript, HTML, and CSS.
- Reduced company overhead cost by adding an audio transcription process that allowed low-cost transcribers to cross validate one another which relieved a developer from manually updating via MySQL.

STEM Teaching Assistant and Tutor @ Montgomery College
Aug 2014 – May 2015
- Provided private and group tutoring for both Math (Algebra – Calculus II) and Computer Science.
- Presented a few short lectures on basic Computer Science concepts via Java (CMSC203 Honors Module).
- Clarified key concepts of Computer Science and Objected Oriented Programming during tutoring sessions.
- Helped debug and resolve semantic and syntax errors that occurred in students' assignments.

Game Developer @ Smithsonian Science Education Center
Feb 2015 – May 2015
- Authored a card matching game called "Shutterbugs: Arcadia" for both Android and iOS tablet devices, and as a standalone application for Mac, Windows, and Linux.
- Programmed and debugged the game using Unity 3D Game Engine via C#.
- Designed the UI and UX for the game, and Illustrated the images, backgrounds, and buttons for the game.

Store Manager and Auction Coordinator @ Drop and Ship
Oct 2008 – Jan 2013
- Coordinated our consignment services for over 80 different clients. Posted thousands of listings a week, and generated roughly $1 million in revenue annually while upholding at least a 99.8% positive rating and review as a power seller.
- Created eBay auction templates in Dreamweaver using HTML5, CSS3, and JavaScript.
- Took professional photographs and edited the photos via Photoshop.
- Refurbished, disassembled, and repaired a wide range of electronics for sale and use such as: desktop computers, laptops, servers, phones, monitors, TVs, ATMs, and audio equipment.

EXTRA

Stock Price Predictor: Drexel's A.I. Track
Jun 2020 - Present
- Implemented a machine learning algorithm (Naïve Bayes Theorem) from the ground up in Python to classify and calculate the probability of an increase in stock prices using approaches from fundamental and technical analysis.
- Developing an investing software to auto-exit stock investments on a broker's app with the machine learning algorithm.
- Continuing research, testing, and development in artificial intelligence and pattern matching to increase the current 58% accuracy of identification to an intended minimum accuracy of 75%.

Drexel's Three Semesters Senior Project: American Sign Language Translator
Sep 2018 - Jun 2019
- The team deployed an American Sign Language translating program utilizing computer vision, neural network, and machine learning techniques to interpret hand signals which are transcribed into American English in real time.
- Built the auto-correct feature utilizing Natural Language Processing technique called N-Gram Detectors to correct any misspelled words, increasing the accuracy of our transcriptions.

Dragon Hacks 24-hour Hackathon: Gaea's Glimpse
Jan 17-18, 2016
- Built an easy-to-use application that helped publicly source forum and identify known and unknown species into a catalog of data such as taxonomy, locations, and various other photo and descriptions.
- Collaborated with an ad-hoc team of individuals from business to engineering backgrounds to build the application.
- Designed the functionality and wire frames for the prototype and the UI design via HTML, CSS, and JavaScript.

Philly Codefest 24-hour Hackathon
Feb 20-21, 2016
- Constructed a Java GUI application that displayed and classified thousands of stars onto a HR (Hertzsprung-Russell) Star Diagram during the event.
- The information for the data visualization was gathered from an open source NASA and CDS (Centre De Donnees Astronomique de Strasbourg) archive.
- Added features to display a proper color gradient, highlighting selected star(s) from a sortable table, and a toolbar.
- Nominated as a grand prize finalist at the Codefest.

Treasurer - Human Factors and Ergonomic Society Student Chapter