

# Harry Kim

Columbia, MD  
240-994-7723  
Harrykim4287@gmail.com

---

**LinkedIn:** [linkedin.com/in/harrykim87/](https://www.linkedin.com/in/harrykim87/)

**GitHub:** [github.com/VvBooMvV](https://github.com/VvBooMvV)

**Website:** [HarryKim.net](http://HarryKim.net)

---

## >LANGUAGES AND TECHNOLOGIES

- **Proficient:** Java, Python, JavaScript, HTML5, CSS, jQuery, Git, Photoshop, Illustrator
  - **Exposure:** Spring Boot, MySQL, Hibernate, Maven, Bootstrap, D3js, Webpack, Selenium
- 

## >EDUCATION

**Bachelor of Science Degree in Computer Science,** *Drexel University*

Graduation: June 2020

**Associate of Arts in Computer Science,** *Montgomery College (MD)*

Graduation: August 2015

---

## >PROFESSIONAL EXPERIENCE

**CGI (EPA) | Full Stack Developer | Fairfax, VA** Aug 2021 - Jul 2025

- Designed, developed, and tested multiple CDX web applications for private and commercial sectors for various applications regarding licenses and permits for the Environmental Protection Agency (EPA) and utilizing tech stacks such as: Java, Knockout.js, Stripes, Query, HTML/CSS, Angular, Spring, Hibernate, and PostgreSQL.
- Followed coding best practices and adhered to Agile methodologies and CMMI guidelines to JIRA tickets promptly and kept them up to date, with well-written, detailed statuses and resolutions for smooth and efficient development cycles.
- Communicated with management and project leads to seek advice, share progress, and raise issues and risks for improving the web applications and assisting fellow developers and functional staff as needed across all projects for smooth onboarding and training for new employees.

**Dell: Boomi | Frontend Developer and QA Engineer - Internship | Chesterbrook, PA**

Mar 2017 - Sep 2017

- Improved and incorporated human-centric and accessible UI/UX designs and enhanced usability for over 1 million users using GWT, JSTL, and CSS.
- Automated, maintained, and tested proprietary cloud application with Selenium, reducing ~2 hours of daily work needed by manual testers.
- Prevented critical bugs in Java and Python, saving the company roughly \$1 million from a breach of contract.

**Verilogue | Java Web Developer - Internship | Horsham, PA**

Mar 2016 - Nov 2016

- Refactored numerous bugs to both front and back-end code daily utilizing Java, Spring, Hibernate, Maven Artifacts, JavaScript, jQuery, and Bootstrap; removing 3-8 bugs a day.
- Collaborated with 2-4 cross-functional teams and stakeholders to translate business requirements into technical solutions for their application, utilizing familiar languages such as Java, JavaScript, HTML, and CSS
- Added an audio transcription process with Spring and Hibernate that allowed low-cost transcribers to cross-validate one another, which reduced company overhead cost by relieving a developer from 2 daily hours of manually updating via MySQL.

**Smithsonian Science Education Center | Game Developer | Washington, DC**

Feb 2015 - May 2015

- Authored a card matching game called "Shutterbugs: Arcadia" for young children using Unity and C# to enable cross-platform functionality on Android, iOS, and standalone applications on Windows and Mac.
- Programmed, debugged, and implemented user tests of the game on Android and iOS devices to identify front-end bugs leading to a more intuitive UI.
- Designed the UI/UX and illustrated the images, backgrounds, and buttons using Photoshop and Illustrator.

**Drop and Ship | Store Manager and Auction Coordinator | Bethesda, MD**

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 for an easier shopping experience for buyers in Dreamweaver using HTML5, CSS3, and JavaScript.
- Took professional photographs and edited the photos via Photoshop, CSS3, and JavaScript.