

# Minha Kim

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## EDUCATION

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University of California, Irvine

September 2021 - December 2024

*Bachelor of Science, Computer Science; 3.7 GPA*

- Relevant Coursework: Data Structures and Algorithms, Data Management and Relational Databases, System Design and Operating Systems, Computer Organization, Boolean Algebra, Software Testing and Quality Assurance

## PROJECTS

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### GymBro, a Personalized Gym Routine

- Programmed a personalized workout iOS app with a built-in algorithm using SwiftUI and Firebase.
- Streamlined the personalizing algorithm with initial user data, user feedback, and workout statistics which would recommend to users appropriate workouts. Refined the inner utility function based on internal scores.
- Integrated nearly one hundred workouts with their corresponding images/descriptions and an intuitive card interface to view workouts.

### Fabflix, a Netflix replica

- Developed frontend using HTML, CSS, and JavaScript and backend using Java servlets and MySQL. The MySQL database contains over 9,000 movies and over 60,000 actors alongside user information.
- Hosted locally using Tomcat and online with AWS's EC2 instances. Also created an Android application with Gradle.
- Features include shopping carts, log-in and password encryption, reCAPTCHA verification, dashboard implementation, XML imports, full-text search, and autocomplete.

### 2035, a Unity VR game

- Collaborated in constructing an immersive and interactive virtual reality game concerning the dangers of climate change with Unity, leveraging C# programming for game logic and interaction.
- Enhanced player's experience in the virtual environment by implementing vital VR-specific features such as object collision and player movement.
- Collaborated with an interdisciplinary team to design and implement the environment and multiple puzzles throughout the game.

### Model Analysis Using CIFAR-10 Dataset

- Analyzed four different classifiers using Python, PyTorch, sci-kit-learn, and NumPy with the CIFAR-10 dataset. Used Jupyter Notebooks and Matplotlib to plot and track the data.
- Evaluated the performance of multiple models, including a convoluted neural network which reached a test accuracy of 67%.
- Deployed machine learning and data mining techniques to extract features, train various models, and optimize parameters.

## EMPLOYMENT

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Academic Mentor

October 2020 - May 2021

*Anaheim's Innovative Mentoring Experience*

- Mentored lower classmen on AP Biology and AP Calculus BC material and helped students individually with homework and exam preparation, including the SAT/ACT.
- Hosted weekly workshops for younger students about varying subjects including self-care, mental health, and college admissions.

## PROGRAMMING LANGUAGES & SKILLS

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Python, C, C++, Java, JavaScript, MySQL, HTML, CSS, SwiftUI  
React, Flask, Unity, Git, scikit-learn, NumPy, PyTorch, Jupyter Notebook  
Native Korean, Intermediate Spanish