

Minjun Kim

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Education

Honours Bachelor of Science | University of Toronto

Toronto, ON

CO-OP Computer Science Specialist | Software Engineering Stream

Sept 2021 - Apr 2025

- University of Toronto Scholar Award - \$7500 (top 3% students)
- Professor Nomination Award for **software design** course CSCB07 (1 out of ~750 students)

Skills

Languages: Java, C/C++, Python, HTML/CSS/JavaScript, SQL, Cypher, Bash, Assembly, Haskell, R

Frameworks: Node.js, React (Native), Flask, Django, Express.js, Angular.js, Socket.io, CodePen.io

Tools: Git, SVN, Linux, Android Studio, VS, Eclipse, JUnit, Mockito, Postman, Matplotlib, Figma, Jira

Databases: Firebase, MongoDB, Neo4j, MySQL, SQLite, Microsoft SQL Server

Principles: OOP, SOLID, Design Patterns, Algorithms & Data Structures, TDD, Agile-Scrum, SDLC

Experience

Software Design Teaching Assistant | University of Toronto

Apr 2023 - Present

- Automated the grading process by implementing a **Java script** for **JUnit test** cases and **Mockito** testing, resulting in significant time savings and increased accuracy in grading by **70%**.
- Reinforced **software design** concepts such as version control, **OOP**, **SOLID** principles, **design patterns**, and **MVP** architecture to a class of 30+ students **weekly** in a tutorial setting.
- Generated weekly student performance **graphs** with **Matplotlib** from data of grades retrieved by **SQL queries** on **Excel** files, leading to informative feedback for [course](#) planning by the professor.

Projects

PrepWell - Course Planner App | [GitHub](#) | [Video](#) | 👥 5

Nov 2022 - Dec 2022

- Engineered a **mobile Android** app leveraging **Java** and **Kotlin** for backend functionalities in **Android Studio** with **Firebase** to offer seamless user authentication and storage/retrieval of data.
- Streamlined build process and managed dependencies/data using **Gradle**, **Maven**, and **XML** files.
- Integrated **JUnit** and **Mockito** testing to perform rigorous functionality tests and identify/address bugs and issues prior to app's launch, ensuring a high quality user-experience as a **Scrum Master**.

ChatUofT - Student Communication App | GitHub: [frontend](#) [backend](#) | 👥 8

Feb 2023 - Present

- Constructed a full-fledged **React Native** App for a student communication platform using **Node.js**, **Express.js**, and **Socket.io**, allowing bi-weekly compatible partner finder and chat functionalities.
- Formulated comprehensive functional and integration tests for **API calls** using **Postman**, ensuring the reliability and accuracy of the application's backend functionality by **100%**.

MIPS Assembly Platformer Game | [GitHub](#) | [Video](#) | 👥 1

Mar 2023 - Apr 2023

- Developed a dynamic 2D GUI game with keyboard input, featuring an engaging platformer gameplay experience by leveraging **MIPS Assembly** on Mars **Bitmap** Display.
- Employed **Python scripting** and the **Pillow imaging library** to create a customised image-to-hexadecimal RGB value conversion tool, enabling seamless integration of graphical assets.

Systems Monitoring and FD Tables Tool | GitHub: [repo1](#) [repo2](#) | 👥 1

Feb 2023 - Mar 2023

- Composed a **modular** memory and cpu usage monitoring **C** program, inspecting the running processes of the Operating System and displaying graphical information about File Descriptor Tables.
- Automated build and execution processes by utilising **shell/bash scripting** and **Makefile**, enhancing development efficiency by 75% and reducing compilation issues by **100%**.

MMD BookHub | [Website](#) | [GitHub](#) | [Video](#) | 👥 3

Mar 2023 - Apr 2023

- Crafted a responsive mock-up library management system for Okayreads.com with a focus in full-stack development involving HTML, CSS, **JavaScript** and **SQL** queries for quick book lookups.