

HAN DOLE KIM

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EXPERIENCE

Software Engineer

SOMISOMI Franchise Inc.

Apr 2020 - Present

Los Angeles, CA

- Build in-person payment solutions to deliver differentiated checkout experiences
- Implement self-ordering kiosks on iOS using Square's platform and affordable hardware

iOS Engineer

Globaleur

Apr - Oct 2019

Santa Clara, CA

- Implemented MVP from scratch using Swift 5: login, travel planning, profile and settings, my-trips
- Integrated backend API to show 20,000+ cities, tours, and activities in 450+ destinations
- Used Swift 5, Alamofire, 3rd party libraries, Google API, and Facebook API

Front End Web Developer - Internship

Global TIES - Teams in Engineering Service

Jan - Mar 2017

La Jolla, CA

- Extended default styling and functionality of energy saving calculator with custom CSS to provide users with an accurate, informative, and intuitive UI for the quick consumption of energy data over time

Front End Web Developer - Internship

University of California, San Diego Interactive Cognition Lab

Sept 2015 - Jan 2017

La Jolla, CA

- Implemented responsive front-end design, input key sounds, block screen, lock keyboard input, and user auth
- Optimized shape of front-end components to minimize load-time for application process, actively being used on Amazon Mechanical Turk

EDUCATION

BS Computer Science

University of California, San Diego

2013 - 2017

La Jolla, CA

SKILLS

JavaScript, HTML5, CSS3, React, Redux, Ruby, Rails, SQL, MongoDB, Node.js, Swift, Java, C, C++, Python

PROJECTS

Itsy (Rails, React, Redux, HTML5, CSS3)

[live](#) | [github](#)

A web app inspired by Etsy (clone)

- Ensured user privacy and autonomy through frontend and backend authentication measures and React Router, allowing users to only access and make changes to their own reservations when logged in
- Managed shops and products, CRUD through custom transactional database operations using Active Record and PostgreSQL

Dino Forest (HTML5, CSS3, JavaScript)

[live](#) | [github](#)

Dino Forest is a endless runner game inspired by Google Chrome T-Rex game

- Integrated 10 layers of backgrounds to render 3D visual effects on 2D canvases
- Engineered layers of gaming complexity through the introduction of game state changes that rely on OOP techniques and collision calculations
- Decreased graphic rendering lag through the use of HTML5 Canvas and animation frames, resulting in a more realistic gaming experience
- Developed collision detection algorithm for sprite characters, and integrated with keystroke event listeners to move player

MarsCam (Swift)

[app store](#) | [github](#)

An iOS app renders real Mars photos by NASA Mars rovers

- Integrated NASA API with custom search functionality to dynamically present Mars photos based on earth date and Mars rover