Michael Kim

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Education

Texas A&M University College Station, TX
Bachelor of Science in Electrical Engineering, Minor in Computer Science *Aug. 2020 – Dec. 2024*

- **Relevant Coursework:** Programming Design Concept, Data Structures and Algorithms, Computer Architecture, Programming Languages, Machine Learning

Georgia Institute of Technology Online
Master of Science in Computer Science *Aug. 2026 – Ongoing*

Work Experience

Kumon North America, Inc. Spring, TX
Center Assistant *Dec. 2025 – Ongoing*

- Assisted K-12 students improve math and reading skills through guidance and feedback.
- Collaborated with instructor and other center assistants to maintain a supportive learning environment.
- Developed effective communication and teamwork skills by collaborating with coworkers, students, and parents.

Projects

MKWeather - Weather Quiz Website | *Python, Flask, RESTful API, Git* November 2025 – January 2026

- Developed a full-stack Flask web application that gathers user information via validated forms.
- Consumed third-party REST APIs using requests library to retrieve geocoding and weather forecast data.
- Implemented server-side validation with WTForms, including cross-field and conditional validation logic.
- Designed to help users make decisions based on personalized weather forecasts.

MKTodoList - To-Do List Website | *Python, Flask, SQLAlchemy, Git* April 2025 – July 2025

- Developed a full-stack website with Flask to define routes and map URL paths to Python functions.
- Created a Flask-SQLAlchemy database to maintain users and their information.
- Used the Bootstrap Framework to implement HTML/CSS code efficiently.
- Implemented to help users maintain their everyday tasks.

Space Invaders - GUI Video Game | *Python, PyCharm, OOP, Turtle, Git* March 2025 – June 2025

- Developed Space Invaders game from scratch using Python.
- Used Turtle GUI module to implement 2D graphics.
- Integrated Space Invaders aspects and functions with Object Oriented Programming.
- Created to learn and develop Python project-making skills with Pycharm IDE.

Techno Defenders - Tower Defense Video Game | *Unity, C#, Blender, Git* August 2023 – November 2023

- Created to further diversify knowledge of game designs and develop Unity and C# skills.
- Mastered and implemented object interaction functions and animations in Unity.
- Coded C# scripts for game functionality, object/UI interaction, and logic.
- Learned and utilized Unity prefabs for optimized component management.

Technical Skills

Languages: Python, SQL (Postgres), Java, C#, C++, MATLAB
Tools/Frameworks: PyCharm, Git/Github, Flask, Visual Studio, AWS, Unity, Blender

Certifications

AWS Certified Solutions Architect - Associate | Amazon Web Services Aug. 2024 – Aug. 2027
AWS Certified AI Practitioner | Amazon Web Services Mar. 2025 – Mar. 2028
AWS Certified Developer - Associate | Amazon Web Services Aug. 2025 – Aug. 2028