Minseo Kim

antmskim@my.yorku.ca | linkedin.com/in/anthony-kim1 | github.com/antmskim | (647)-594-1186

SKILLS

Programming Language: Python, Java, C/C++, JavaScript, Assembly, SystemVerilog, SQL, Dart
Frameworks & Libraries: Spring, Docker, React.js, Node.js, Flask, Django, Tailwind CSS, Flutter, Agile
Database & Tools: MongoDB, VSCode, Jupyter, Git, Linux, REST APIs

EDUCATION

York University   **Sep 2023 - Apr 2027**
*BA in **Computer Science***

University of Toronto   **Sep 2020 - Aug 2021**
*BSc in **Mathematical Science***

WORK EXPERIENCE

Software Engineer Intern   **Apr 2025 - Present**
Escape Platforms   Toronto, ON
- Implemented Edit Post and Join Group Chat functionalities from scratch within a modular **Flutter** codebase, leveraging Riverpod for reactive state management and GoRouter for declarative navigation to enable user collaboration and content updates for 1000+ users
- Designed end-to-end **UI/UX** workflows in **Figma** for 3 new feature prototypes including user profile customization and group chat UI, incorporating product team feedback to align with usability best practices and platform consistency
- Drove technical alignment through thorough code reviews and **Git** workflows in a fast-paced **Agile** environment, improving feature delievery times by ∼25% and contributing to sprint planning and execution

Projects Team Lead   **Oct 2024 - Present**
AI & Data Society   York University
- Led frontend development of York's official AI & Data Society website using **HTML, CSS, and JavaScript** building dynamic and responsive components to enhance user engagement and club visibility
- Facilitated a hands-on AI workshop attended by 20+ participants, teaching how to build chatbots using **large language models** and strengthening club engagement through applied learning
- Prototyped "No Limits," a **Next.js SaaS** reversed job match platform featuring AI-driven search, enabling organizations to subscribe and search for workers instead of having to go through every single resumes

Military Service   **Nov 2021 – May 2023**
Republic of Korea Army   Yeoncheon, South Korea
- Served as a Satelite Operator and Administrative Officer, utilizing **Excel** to efficiently organize new recruits and pre-existing troops with general functions plus vlookups, xlookups and index and match
- Developed strong **teamwork, communication, and leadership** skills while serving as a group leader to a dozen troops for six months

PROJECTS

MalShield | Python, JavaScript, React, Flask, Google Gemini API
- Developed MalShield, a **machine-learning** tool, identifying malicious URLs and emails by training **Random Forest and SVM** models on curated datasets with 93% URL and 96% email accuracy
- Built a frontend website using **React and Flask**, integrating **Google Gemini API** for real-time analysis explanations and deploying a Chrome extension for live browsing detection
- Tackled insufficient malicious sample data by increasing custom data collection and preprocessing pipelines by 10%, resulting in successful model deployment with high-accuracy threat detection capabilities

"What's New" NewsLetter Platform | JavaScript, React, Tailwind CSS, MongoDB, Google Maps API
- Developed a dynamic community-based newsletter platform incorporating **Google Gemini API** to dynamically generate personalized content for users based on their local area, and achieved sub-500ms API response times during testing
- Implemented JWT-based authentication with bcrypt password hashing and middleware-based route protection, integrated with **MongoDB** for secure user session management and access control
- Designed a responsive frontend using **React and Tailwind CSS**, resulting in improved user interaction

Onitama Board Game | Python, Pygame
- Developed a digital version of the board game Onitama using **Python and Pygame**, implementing turn-based mechanics, piece movement logic, and victory conditions
- Applied **OOP** to structure game components and wrote 100+ **unit tests** for core mechanics to ensure high coverage
- Designed an interactive GUI with dynamic visuals, real-time updates, and intuitive game flow for two-player local play