

My name is **Nayeon Sarah Kim** (pronounced like nylon without the “l”), and I am currently finishing up my B.S. in Computer Science at the University of Southern California (USC) and am working as a software developer intern at 1K Studios, a Cinram company.

Education:

- Frank Wright Middle School
- Imperial High School (Class of 2010 Valedictorian)
- University of Southern California (Class of 2014)
- Google Computer Science Summer Institute (2010)

Work Experience:

- Teaching Assistant at the USC Viterbi School of Engineering
- Student Web Developer at the USC Keck School of Medicine
- Front-End Web Developer at the Pan Pacific Film Festival
- Software Developer Intern at 1K Studios, a Cinram Company

Recent Projects: (can be seen on my portfolio at <http://nayeonkim.gopagoda.com/portfolio.html>)

- www.jennettemccurdy.com – Official website of Nickelodeon actress Jennette McCurdy
- www.ipfff.com – Official website of the Pan Pacific Film Festival
- MovieSearch – A mash-up web application that displays ratings, show times, and nearby theaters for a movie that you search for.

How I am where I am today:

Do you remember the days of Xanga and Myspace? Then you may remember those custom themes and layouts we chose our own xanga and myspace pages. During those times, I remember fiddling with the layout “codes” to make them look like what I want them to look like. I would pick a layout I like for example, and change up the colors by manipulating some code. I did not know at that time the “code” I was manipulating was HTML and CSS, computer languages used to render web pages. Since then, I knew I liked to create things. I liked using my hands to make something, whether it was a tangible product like a cake or something intangible like a website. That is what interested me in joining MESA in high school. In MESA I was able to build many things like bridges, mousetrap cars, and more. Some projects took months to build, but when I got to showcase my project and win those ribbons on MESA day, it was all worth it. Before I realized, MESA was already shaping my mentality to become an engineer. Engineering is all about working hard and sometimes for a very long time to solve challenges. The longer I was in MESA, the more I realized I really liked to do just that.

During high school, I knew I would want to do some kind of engineering major. The difficult part was choosing which engineering major to do. Remembering my “coding” days in

Xanga and Myspace, I decided to explore more of the computer science major. In my sophomore year of high school, MESA told me about a summer science program called COSMOS. I applied to and was selected to attend the COSMOS program at UCSD. Here I first learned what programming was. As programming was not taught in my high school, I felt very behind compared to the rest of the students who took AP Computer Science in their high school. However, I ended up really enjoying programming. I took a further step in exploring computer science by enrolling in a computer science course at IVC in my junior year. Yet again, I was very behind compared to the other students, but in the end, I still enjoyed programming. By the time I became a senior and it was time to apply to colleges, I became pretty sure about pursuing computer science.

As a university student, computer science was still a very difficult major for me. Once again, compared to the rest of the students, I felt so behind. In addition, as one of the very few females in the major, I felt that I could never ask questions because I didn't want to show my weakness. After my first two very difficult years of computer science, I started to reach out and apply to companies for internships in areas of my interest. Still remembering my Xanga and Myspace days, I applied for web developer positions. I wanted to program in the web space, just like I did in my younger days. The companies I interviewed with were impressed with my portfolio (I kept a portfolio of all the websites I created, including the ones I made in MESA) and I was able to intern for a number of them. These internships were where I learned the most. Yes, I learned basic concepts and programming skills in school, but it was in my internships where I learned how to program real life applications and work with others on a professional level. The internships also showed me if I would like working in certain types of companies. Companies come in all shapes and sizes, so as an intern who usually works for 2-3 months, it is a good time for you to "feel" around what type of company you would like to work for.

The company I am interning at right now, 1K Studios, combined the best of worlds for me. 1K Studios is an entertainment agency located in Burbank, CA that creates products for top movie studios such as Warner Bros, Disney, Paramount, and more. They basically create mobile and web applications for movies. Just recently, I worked on the second screen application for *The Hobbit: An Unexpected Journey*. As a movie lover and a programmer, I have been thoroughly enjoying my time here. I was also unexpectedly offered a full time job offer for when I graduate, so I will be continuing with them after I graduate this coming May.

Please, if you have any questions about being a computer science major, don't hesitate to contact me! It is a rough journey and I would love to help you somehow if you think computer science is something you want to pursue. My email is nykim92@gmail.com .