

Dmitriy Kim

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EDUCATION

Concordia University

Bachelor of Computer Science (CO-OP)

Montreal, QC

Sep 2025 – May 2028 (Expected)

Dawson College

Computer Science Technology (DEC)

Montreal, QC

Sep 2022 – May 2025

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Java, C#, Python

Databases: Oracle SQL, MongoDB, PostgreSQL

Frameworks: Vue, React, Nuxt.js, Next.js, Spring Boot

Tools: Git, Docker, Linux, Azure, AWS, Cloudflare

EXPERIENCE

IT Technician, Software Solutions (Intern)

Government of Canada – Fisheries and Oceans Canada (DFO)

May 2025 – Aug 2025

Montreal, QC

- Implemented end-to-end logging with **Grafana** (Alloy, Loki, Dashboards)
- Refactored and optimized Spring Boot backend, **improving performance by 20%**
- Enabled product team access to **20+ internal datasets**, reducing developer dependency
- Built an **internal administrative system** (Spring Boot, Nuxt.js) improving data accessibility

Technical Team Lead

Dawson College

Apr 2025 – May 2025

Montreal, QC

- Coordinated event structure planning with **5 leads** for a 12-hour hackathon
- Aligned **technical workflows** with **design/content teams** to ensure consistent event structure
- Led a 3-person technical team** to build an informational website for the Dawson College Hackathon

ACADEMIC PROJECTS

Game Review Web App | *React, Express.js, MongoDB* | [Source Code](#)

Sep 2024 – Dec 2024

- Developed a **full-stack web app** to search video games, analyze reviews, and display sales data
- Seeded and maintained a MongoDB database with **over 10,000 records**, ensuring efficient data access
- Designed **REST APIs** with advanced query filtering, **compression, and caching** for **optimized performance**
- Validated API reliability and correctness through **automated testing** with Mocha, Chai, Sinon, and Supertest

Liquid Simulation Library | *C#, MonoGame, MSTest* | [Source Code](#)

Sep 2024 – Dec 2024

- Developed a comprehensive **liquid-paint simulation** suite to accurately model **fluid behavior**
- Implemented **unit testing** and **benchmarking** (MSTest, Moq) to optimize **simulation performance**
- Engineered modular libraries for **geometric processing, rendering,** and algorithmic pattern generation
- Integrated MonoGame for **real-time rendering**, creating a **drawing library** to visualize simulation states

Wildlife Monitoring System | *Python, gRPC, MQTT, Docker* | [Source Code](#)

Sep 2024 – Dec 2024

- Developed a **distributed** wildlife monitoring system integrating sensor nodes and control dashboards
- Containerized** application components using **Docker** to facilitate consistent deployment
- Utilized **gRPC** and **MQTT** protocols to enable efficient **real-time data streaming**
- Designed **thread-safe event queues** to process **concurrent** sensor triggers

PERSONAL PROJECTS

- Live Messenger** | *Next.js, Prisma, MongoDB, Docker* | [Source Code](#) Jul 2024 – Aug 2024
- Implemented a **real-time messaging** app with persistent chat history and instant delivery
 - Configured SSL hosting using **Cloudflare** and **Nginx** for encrypted, **self-hosted deployment**
 - Improved database logic using **Prisma ORM**, providing **type safety** and maintainable data models
 - Built a **responsive UI** with Aceternity and ShadCn libraries, ensuring seamless mobile compatibility
- Password Manager** | *C#, Python, JavaScript, MySQL* | [Source Code](#) Jun 2024 – Jul 2024
- Developed a **full-stack desktop** password manager for **secure credential storage**
 - Designed **desktop native UI** with **Avalonia** for a smooth and intuitive desktop experience
 - Programmed **Chrome extension** to access stored usernames and passwords directly **in-browser**
- Blackjack ASCII Game** | *Java* | [Source Code](#) Apr 2023 – May 2023
- Developed a **fully operational console game** from scratch, employing GUI-like experience
 - Created diverse **rendering algorithms** that allow **local multiplayer** on the same screen
 - Crafted the game's **user interface** by visualizing it through **ASCII symbols**

AWARDS & RECOGNITION

- 1st Place AWS GameJam Winner** Oct 2025
AWS YouthTech x Concordia GameJam *Montreal, QC*
- Ranked 1st out of 20 teams in the AWS YouthTech x Concordia GameJam
 - Solved 5 of 6 cloud engineering challenges spanning analytics, DevOps, automation, and generative AI
- Faculty-Selected Research Presenter** Feb 2025
Dawscon 2025 (Dawson Software Conference) *Montreal, QC*
- Chosen by department faculty to present 'AI Data Poisoning' research to conference attendees
- Faculty-Selected Projects** Dec 2024
Dawson College CS Department *Dawson Website*
- Two upper-year projects selected for display on the official Dawson website due to exemplary quality

HACKATHONS & CONFERENCES

- Dawshacks 2024 (Hackathon)** Nov 2024
Dawson College *Montreal, QC*
- Co-developed a serverless messenger app in a team of 2, utilizing Ruby and the RayGUI library
- Dawscon 2024 (Conference)** Apr 2024
Dawson College *Montreal, QC*
- Engaged in workshops regarding MVC architecture and advanced networking protocols
- BrebeufHx 6.0 (Hackathon)** Jan 2023
Brebeuf College *Montreal, QC*
- Developed a front-end web application capable of encrypting text and files using keyword algorithms
 - Delivered a technical presentation to judges, securing a finalist position

LANGUAGES

English (Fluent) | **French** (Fluent) | **Russian** (Native)