

Andrew Yun Ho Kim

yun_ho_kim@brown.edu • (401) 837-4881 • linkedin.com/in/andrew-yh-kim • github.com/therladbsgh

EDUCATION

Brown University

Providence, RI

- Class of 2020, Computer Science concentrator, GPA: 4.00
- Notable Courses: Algorithms and Data Structures, Artificial Intelligence, Software Engineering, Computer Graphics, Computer Systems

Hong Kong International School

Hong Kong

- Class of 2016, GPA: 3.96/4.00
- Notable Awards: HiMCM Outstanding, Head of School Award, Student Digital Leadership Award

CAREER EXPERIENCE

Brown University, Research Assistant

Providence, RI (June 2018 – August 2018)

- Researched and developed classification and object detection deep learning models, of above 90% accuracy, to identify large-vessel occlusions in brain CTA scans. Used Python and the Keras framework.
- Developed an artificial intelligence platform, using React and Flask, to enable Rhode Island Hospital radiologists and residents in rapidly developing machine learning experiments.
- Recipient of the Karen T. Romer Undergraduate Teaching and Research Awards. Abstract was accepted to SIIM Conference on Machine Intelligence and RSNA Machine Learning Showcase.

Jam2In, Software Engineering Intern

Seoul, South Korea (December 2017 – January 2018)

- Using C, built a RocksDB engine wrapper for Naver's Arcus Cache Cloud, adding support for relevant data structures (List, Set, Map, B+Tree).
- Designed a REST API and relevant algorithms for Arcus Cache Cloud to store and retrieve GIS data.

Tripino, Full Stack Developer

Seoul, South Korea (June 2017 – August 2017)

- Implemented the front-end web platform for the social network, using React and Node.js, and using the design specifications as reference.
- Suggested UI/UX changes for the web and mobile design, which was approved by the project manager.
- Heavily refactored the back-end (using Express and MongoDB) to make the code cleaner, robust and more secure, while maintaining the API interface to support the existing mobile platform.

PROJECT & ORGANIZATION EXPERIENCE

Blueno Toolkit

Providence, RI (June 2018 – Present)

- Developed a machine learning tool, using Python and Elasticsearch, that sets-up a pipeline for robust data science experimentation (features include automating the “architecture tweaking” cycle by mass producing and automatically ranking models, and tracking model/dataset parameters to ensure experiment reproducibility.)
- Improved peers’ efficiency by at least double, by using this tool in Brown University research this summer to eliminate unproductivity (caused by waiting for models to train and/or losing track of past experiments.)

Brown Space Engineering, Ground Software Sub Leader

Providence, RI (August 2017 – Present)

- Led an initiative to design and implement a dashboard (using React and Node.js) that processes information received from the satellite and displays the information to a web interface. The dashboard is used by the club (of approximately size 50) for data analysis, and is also used for outreach purposes.

Brown IgniteCS, Tutor

Providence, RI (August 2017 – Present)

- Designed a high school level computer science curriculum, with sponsorship from the Google IgniteCS Initiative, to impact 30 students in Classical High School.
- Instructed students on the fundamentals of programming, robotics and game development.

Anonymize Me

Providence, RI (September 2016)

- Developed a web solution for anonymous submission grading of both online and offline assignments.
- Built a prototype (using Ruby on Rails) and business plan to showcase to Startup Weekend Education Providence 2016, where it won first place.

SKILLS & INTERESTS

Languages: Proficient in Python, Java, Javascript, MATLAB. Knowledgeable in C, C++, Ruby, Racket.

Skills: Deep learning (Tensorflow, Keras), software engineering, full-stack web development (React, Node.js, Flask, SQL, MongoDB), game development (GML)