Jusung Kim

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Summary

Creative and detail-oriented technology professional with a strong academic background in Creative Technology & Design (M.S.) and Architecture (B.S.). Adept at blending technical expertise with design thinking to develop innovative solutions. Proficient in software development with hands-on project experience in real-time posture correction, collaborative filtering systems, and enterprise-grade applications. A collaborative team player with a proven ability to lead projects from ideation to execution, driven by a passion for integrating technology into everyday life.

Education

University of Colorado Boulder, The ATLAS Institute — Aug. 2022– May 2025
Master of Science in Creative Technology & Design — GPA: 3.9/4.0

Korea University, College of Engineering — June 2013–May 2022
Bachelor of Science in Architecture — GPA: 4.0/4.5

Projects

University of Colorado Boulder, Computer Science — Boulder, Colorado
TurboTransit(Software Development Methods and Tools Class) — Jan. 2023–May 2024

- Developed an application for finding and comparing transportation options in Colorado.
- Integrated the Google Maps API to customize maps with user content and imagery for display.
- Contributed to the entire product development process, from ideation to feature development.

University of Colorado Boulder, Computer Science — Boulder, Colorado
CU boulder class recommendation system(Data Mining Class) — June 2023–July 2023

- Built user-user and item-user collaborative filtering systems to predict and recommend classes for students.
- Implemented machine learning algorithms using Python, NumPy, and Pandas.

University of Colorado Boulder, Computer Science — Boulder, Colorado
Instant Messaging as a Service(Datacenter Scale Computing Class) — Aug. 2023–Dec. 2023

- Developed an instant messaging service offering chat functionality tailored for enterprise customers.
- Created REST APIs to efficiently serve data, integrating microservices and consolidating them into a unified endpoint.

University of Colorado Boulder, ATLAS — Boulder, Colorado
Active Muscles: Real-Time Posture and Muscle Engagement System — Jan. 2024–May 2024

- Developed an innovative computer vision-based system to provide real-time feedback on posture and muscle engagement during weight training.
- Integrated advanced pose estimation algorithms with muscle-specific insights to enhance workout safety and effectiveness.
- Designed features to target specific muscle groups, optimize exercise form, and reduce injury risk.

University of Colorado Boulder, ACME Lab — Boulder, Colorado
Reality Editor:Manipulating Reality through Addition, Subtraction, and Multiplication in Mixed Reality. — Jan. 2024–May 2024

- Designed a Mixed Reality system called Reality Editor, integrating multiple Generative AI models (GenAI).
- Conducted usability testing to assess the ease of setting up, navigating menus, and interacting with content in a VR environment.

Professional Experience

Domo Architecture — Seoul, South Korea
Architecture Intern — June 2017–Sept. 2020

- Contributed to the design process by creating drawings, models, and renderings for various architectural projects
- Developed detailed architectural drawings and plans using computer-aided design (CAD) software and traditional drafting techniques.
- Conducted research on building materials, construction techniques, zoning regulations, and building codes to support design decisions.

Skills

Javascript, HTML, CSS, Python, SQL, C, Docker, Kubernetes, and Git.