

Christopher Ko

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Education

FLORIDA STATE UNIVERSITY, *B.S. Computer Science*

SEPTEMBER 2021 - MAY 2025

Honors & Awards: Deans List Fall 2021, Fall 2023

Selected Coursework: Data Structures I, Data Structures II, Computer Organization, Advanced Java Programming

GPA: 3.50/4.00

Work Experience

FLORIDA STATE UNIVERSITY MACHINE LEARNING LAB, *Undergraduate Researcher*

APRIL 2023 - PRESENT

- Contributed to the development of a binaural beats application using Unity.
- Employed machine learning based audio processing techniques.
- Worked with Large Language Models, Diffusion Models, and Convolutional Networks.

Projects

PERSONAL PROJECTS

Automated Purchasing Bot

- Developed an image detection bot in Python to automate item purchases in an online game.

Animation Study Tool

- Created a video player in Python with a built-in timer, allowing animators to study movie clips and animations.
- Allows frame-by-frame analysis and custom jump intervals.

AI Assistant

- Created a talking chatbot in Python that understands and produces speech utilizing artificial intelligence.
- Utilizes OpenAI's API for communication and Whisper API for transcriptions.

Class Registration Bot

- Developed a script in Python that automates class registration.
- Utilizes the Selenium API to send HTTP requests and Pickle to skip two-factor authentication.

Online Portfolio

- Built a simple full-stack website using Node JS, the Express framework, HTML, and CSS.
- Created and managed Google Cloud Infrastructure to host website.

CLASS PROJECTS

Data Structures

- Implemented various data structures and algorithms in C++11.
- Breadth-first search, HashMap, and Balanced BST.

Computer Organization

- Created a cache simulator that supports multi set-associativity in C++.
- Developed a Hexadecimal to Decimal converter in Assembly.

Activities

FSU ACM HACKATHON

APRIL 2023 - NOVEMBER 2023

- Participated in coding competition.
- Solved various algorithmic problems in C++.
- Ranked top 10.

FSU TABLE TENNIS, *Team Member*

2022 - PRESENT

- Represented FSU in tournaments against other universities in Florida.

Languages and Tools

Programming Languages: C/C++, JavaScript, Python

Spoken Languages: English (Native), Portuguese (Native), Japanese (Intermediate)

Tools: Anaconda, Git