

Daeyoung Kim

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Education

B.S. Electrical Engineering & Computer Sciences (EECS) — University of California, Berkeley	Expected May 2026
<ul style="list-style-type: none">GPA: 3.72 / 4.00; focus on computer graphics, HCI, and visual computingSelected coursework: Data Structures & Algorithms, Discrete Mathematics, Probability, Computer Architecture, Computer Security, Computer Networks, Artificial Intelligence	

Projects

Digital Watercolor Painting Simulator — Godot, GLSL, GPU Physics	2025 – Present
<ul style="list-style-type: none">Built a real-time watercolor painting system that simulates water flow, pigment diffusion, evaporation, and deposition entirely on the GPU using GLSL compute shadersImplemented a pressure sensitive brush system for tablet input and Beer–Lambert based optical mixing for realistic glazing and wet in wet effectsLinks: GitHub project page paper (PDF) demo video	

Stock Market Prediction Prototype — Python, PyTorch	2024 – Present
<ul style="list-style-type: none">Analyze short and long term stock price behavior using LSTM and feedforward neural networksBuilt data pipelines with pandas/NumPy and SQL; applied ideas from PCA/SVD to time series representation	

Experience

Computer Science Tutor — Berkeley City College, Berkeley, CA	Sep 2022 – May 2023
<ul style="list-style-type: none">Tutor students across all computer science courses through the Learning Resources Center, building on prior math & CS tutoring experience at Laney College and BCCGive short mini-lectures on core CS concepts (data structures & algorithms, x86 assembly, computer organization)	Sep 2025 – Present
Sub-Engineer, Semiconductor Equipment — Samsung Plant, Xi'an, China	Feb 2017 – Feb 2019
<ul style="list-style-type: none">Installed and removed semiconductor manufacturing equipment in a clean room environment as part of a multidisciplinary engineering teamCollaborated with ~10 engineers and 30 local staff on large scale equipment projects and line configurations	
Main Art Instructor — Mokwoo Art Institution, Korea	Mar 2009 – Dec 2010
<ul style="list-style-type: none">Led a class of ~50 high school students preparing for competitive entrance exams to art universitiesBalanced technical instruction with emotional support, building student confidence and improving outcomes	

Skills

Programming: Python, Java, C/C++, GDScript, GLSL (compute shaders), x86, RISC-V

Tools & Libraries: Godot Engine 4, PyTorch, pandas, NumPy, SQL, Pygame, Git, Linux

Domains: Real-time graphics, GPU programming, physics-based simulation, time-series ML, teaching/tutoring