Joseph Bae

(925) 522-6701 | Email | Linkedin | Github

EDUCATION

San Francisco State University

San Francisco, United States

Bachelor of Science in Computer Science; GPA: 3.6/4.0

Aug. 2022 - May 2026

• Coursework: Analysis of Algorithms, Data Structures, Software Development, Machine Structures, Web Development, Programming Methodology

Chung-Ang University

Seoul, South Korea

Study Abroad, Bachelor of Science in Computer Science

Feb. 2024 - July 2024

• Coursework: Probability and Statistics with Computing, Linear Algebra, Data Mining

EXPERIENCE

AI-STAARS

Jun. 2023 – Dec. 2023

San Francisco State University · Internship

San Francisco Bay Area · Hybrid

- Selected for an elite internship program reserved for the top 1% of students in the Class of 2026, gaining specialized expertise in machine learning and artificial intelligence
- \bullet Implemented cutting-edge ML techniques including transfer learning and ensemble methods, reducing model training time by 30% while maintaining high accuracy

Projects

Retro Pokemon | Unity, C#

Nov. 2024 – Dec. 2024

- Developed a fully functional turn-based battle system in Unity, implementing attack mechanics, health management, and dynamic UI updates
- Designed and programmed comprehensive player and NPC controllers enabling interactions, scripted movement, and event triggers
- Implemented state machines to manage different battle states including move selection, attack animations, and victory/defeat conditions

Brain Cancer ML Project | Machine Learning, Python

Nov. 2023

- Led a team of 4 developers to create a machine learning model analyzing brain cancer MRI datasets, achieving a 99% diagnostic accuracy rate
- Allocated development roles based on team strengths, established project milestones, and coordinated code reviews to ensure high-quality implementation

Windows File Automation | Python, Watchdog

2023

- \bullet Implemented real-time file monitoring and organization using Python's Watchdog library, reducing manual sorting by 80%
- Developed custom rule-based algorithms to automatically categorize files based on type, content, and naming patterns

TECHNICAL SKILLS

Programming Languages: Python, Java, JavaScript, C++, C#, Assembly, MySQL, HTML/CSS

Technologies & Tools: Git, GitHub, Netlify, Unity, Flask, Watchdog, Raspberry Pi, Google Cloud, OpenAI, Llama (Meta AI), PyTorch, Scikit-learn, Pandas, Numpy, Linux/Unix, Figma

Areas of Expertise: AI/ML Development, Data Science, Front-end Development, Back-end Development, Project Management, Data Structures, Algorithms, Software Architecture, Web Development, Database Management, Neural Networks

Languages: English (Native/Fluent), Korean (Native/Fluent)

Additional Information

Club Involvement: Vice President of Robotics Club, Captain of Badminton team, Member of ACM Club, Cybersecurity Club, and Data Science Society

Awards & Achievements: AI-STAARS \$10,000 Scholarship, SF Hacks Engineering Prize Winner (\$1500), Highest Honors (Fairfield-Suisun USD), Honor Roll (4 years), Scholar Athlete Award, 4.5 GPA (top 3% of class)