

# Kwanho Kim

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KKim,life

♂ Male

## Summary

A passionate 19-year-old Computer Science major with a strong focus on Mobility Ecosystem development. I began my academic journey at 42 Seoul (2020–2023) and later transitioned to 42 Wolfsburg and SEA-ME program (2023–2024), concentrating on building more structural methods for efficient application structure using cloud. Alongside this specialization, I have hands-on experience in React.js web development, a foundation in AI (including machine learning and deep learning), and a solid grounding in core Computer Sciences.

Driven by global aspirations, I aim to broaden my horizons and make an impact on a worldwide scale. My multiple team-based projects vouch for my adept communication skills, a collaborative mindset, and proficiency in team-oriented development methodologies, especially with tools like Git.

## Experience

### ▪ Color, Save Life!

Hackathon Winner : #BCX24 digital.auto, 02.2024



Enhancing driving experience for color-blinded people, the ColorSaveLife project has contributed in the digital.auto part of BCX24, which is one of the biggest hackathon in Europe, and won the first prize. Contributed as team leader, developed python client with plugin-based structure for easy-to-expand architecture. Presentation in 150s, focused on business, idea and impact to the listeners.



### ▪ [ME] Fulfillment-By-SEAME

on progress, 02.2024 ~ 05.2024



Combination of Mobility Ecosystem project and Autonomous Driving project in SEA:ME curriculum. Currently participating as a developer of ecosystem part. Designing for ERD-diagram, System Architecture and User Interfaces / User Experiences. Future planned features from my side: connection between Unity Simulator world's car / factory and cloud-based system, web site application for client-side shoppers, web site application for company manager with React.js, and cloud (AWS), backend(go, MariaDB).

### ▪ [ADS] Lane-Keeping-Assist

08.2023 ~ 12.2023



Implemented an autonomous Lane-Keeping-Assist system using CNN and Computer Vision on Carla Simulator. Focused on data collection and processing, leading the project, and developing a versatile CarlaClient Class for efficient client management in Carla environment. Enhanced the system's robustness and general applicability by creating adaptable interfaces and automating data handling workflows.

### ▪ [42] ft-transcendence

04.2022 ~ 08.2022



Final project of 42's common core curriculum, developed a web platform featuring 3D pong game and chatting. Led design and front-end development, utilizing Figma for UI/UX design and React.js with TypeScript.

### ▪ [42] total-perspective-vortex

01.2023 ~ 05.2023



Advanced-core project at 42, focused on importing EEG data and preprocessing for classification. Specialized in data preprocessing, employing dimensionality reduction algorithms to handle multidimensional datasets. Applied analytical skills to optimize data handling and improve classification accuracy.

## Soft Skills

### Strong Willingness to Learn

Driven by a passion for computer science since age 14, I've charted my own educational path beyond conventional coursework, continually seeking out new knowledge and technologies.

### Communication Skill

Adept at engaging with diverse teams, I thrive on exchanging ideas and insights, fostering an environment of mutual learning and understanding across global projects.

### Problem Solving

Expert in transforming complex ideas into clear, actionable concepts, honed through collaborative coding challenges and projects at 42Seoul, 42Wolfsburg, SEA:ME, and various hackathon experiences.

## Hard Skills



C



C++



Python



Github



Docker



Figma



Carla  
simulator



TypeScript



React.js



QT



ML / DL



Linux



## Certifications

2022.12 TOEIC Speaking (160, Advanced Low)

2021.12 TOEIC (860)

2020.12 Craftsman Electronic Apparatus (HRD Korea)

2020.11 Engineer Information Processing (HRD Korea)

2019.11 Computer Specialist in Spreadsheet & Database Level I (by KCCI)

## Educations

### ▪ [Bachelor] Artificial Intelligence

Korea National Open University

- 2023.03 ~ 2024, on progress
- junior student

### ▪ [Bachelor] Computer Engineering

The Korean Academic Credit Bank System

- 2019.04 ~ 2020.08
- 4.24/4.5

### ▪ [Bachelor] Business Management

The Korean Academic Credit Bank System

- 2019.04 ~ 2022.08
- 3.77/4.5

### ▪ 42 – Common Core Graduate

2nd Student of 42Seoul, Computer Science

- 2020.09 ~ 2022.08

### ▪ SEA:ME

Master's level in Software Engineering Automotive & Mobility Ecosystems (SEA:ME)

- 2023.07 ~ 2024.06, on progress

## Languages

Korean 🇰🇷 native

English 🇬🇧 proficient

Deutsch 🇩🇪 beginner