

# Kun Woo (Kyrie) Park

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## EDUCATION

### New York University Abu Dhabi

Aug 2020 – May 2026

#### B.S. Computer Science and B.A. Interactive Media

Relevant Courses: Data Structure, Algorithms, Computer System Organization, Software Engineering, Human-Centered Data Science, Projects in Programming and Data Science, Robota Psyche, Language of Computers, Creative Robotics and Tech, Programming in Games.

## EXPERIENCE

### Data Scientist Intern at LG CNS

Jul 2025 – Aug 2025

- Conducted exploratory data analysis (EDA) on 10,000+ grayscale images using PCA, t-SNE, and per-pixel intensity maps to analyze spatial variance patterns and guide algorithm design.
- Developed a frequency-domain ROI alignment algorithm using Fast Fourier Transform and cross-power spectrum, reducing spatial variance by 13% and improving clustering and classification model performance.
- Introduced a lightweight outlier detection module to flag defect-object images, strengthening quality control in preprocessing workflows.

### Software Engineer Intern at CoderHQ

Jan 2025 – Apr 2025

- Designed and maintained backend database tables for key functionalities, including user contact information, group formations, and floor management, to support a scalable U.S.-based voting system prototype.
- Developed backend features for group creation, role assignments, and proxy voting, to streamline decision-making and improve voter accessibility.
- Built a scalable data architecture for the District-wide Connected Legislature (DwCL), to ensure reliability and consistency across 435 districts.

### Personal Mentor at Hankuk Academy of Foreign Studies

Jul 2023 – Aug 2023

- Taught 15 students basic algorithms such as quick sort, heap sort, binary search, BFS and hashing.

## PROJECTS

### SenseFit

Jan 2025 – May 2025

- Co-developed a desktop application using Python and PyQt5 to help prevent Carpal Tunnel Syndrome by recommending optimal mouse sensitivity based on real-time user behavior like pauses and movement patterns.
- Engineered a backend tracking system that captures timestamped (x, y, click) data every 10ms and detects pause, staccato, and overshoot behaviors using slope analysis, velocity thresholds, and endpoint stability.
- Designed an interactive PyQt5 GUI with multi-profile support, enabling users to manage DPI settings, visualize tracking data, and receive personalized sensitivity suggestions, promoting long-term wrist health through adaptive feedback.

### VibeCheck

Sep 2024 – Dec 2024

- Co-built a Python-based data pipeline to scrape and process content from platforms like YouTube, TMZ, and X (formerly Twitter), enabling real-time profiling of influencer behavior.
- Designed and implemented a relational database schema in MySQL to store 5,000+ influencers, media items, and user votes, supporting the calculation of sentiment scores from cross-platform content.
- Increased accountability by analyzing celebrity behavior and its social impact through cross-platform sentiment analysis, enabling users to critically evaluate influencer influence with transparent, data-driven insights.

### Robotron 2084 Remake

Nov 2024 – Dec 2024

- Recreated the original game Robotron 2084 with GameMaker Studio to explore the challenges and opportunities of adapting retro game mechanics for modern platforms, bridging historical game design with contemporary technology.
- Investigated the original game's mechanics and controls, designed for the Game Boy, and reinterpreted them to optimize gameplay on PC platforms, emphasizing accessibility and improved responsiveness.
- Analyzed the limitations of early gaming systems and leveraged modern tools to enhance the player experience while preserving the integrity of the original design.

### CharityBuzz

Sep 2024

- Built a data-driven analysis tool with Python to explore the relationship between media coverage and the success of charity campaigns using web scraping, the News API, and fuzzy matching.
- Employed fuzzywuzzy to align campaign data with news articles, uncovering correlations between media exposure and campaign outcomes.
- Streamlined data preprocessing with Pandas, exporting results in CSV format for visualization and actionable reporting.

### Rotten Tomatoes Soup

Sep 2024

- Developed a Python scraper with BeautifulSoup and Requests to extract movie ratings and director names from Rotten Tomatoes' archived pages.
- Analyzed and ranked directors using Pandas, calculating average ratings and identifying top-performing filmmakers.
- Automated output generation in JSON and CSV formats, ensuring accessible and reusable data insights.

### Meal To Movie

Sep 2024

- Created a Python based program using TheMealDB and TVDB APIs to recommend movies based on meal origins, enhancing the dining-entertainment experience.
- Used the country\_converter library to map meal origins to culturally relevant movies by ISO3 country codes.
- Visualized recommendations with Matplotlib and PIL, delivering an interactive and engaging user experience.

## SKILLS

**Programming Languages:** Python, Java, C, JavaScript, SQL, CSS/HTML

**Frameworks/Libraries:** React, React Native, PyQt5, NumPy, Pandas, Selenium, Processing, GameMaker Studio 2, Android Studio

**Tools/Platforms:** Git, Docker, MySQL