Hoon Shin

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EDUCATION

Harvard University   Cambridge, MA
Bachelor of Arts in Computer Science. GPA: 4.0   Aug. 2021 – May 2025
Relevant Coursework: Machine Learning, Probability, Statistical Inference, Systems Programming,
Data Structures and Algorithms, Linear Algebra and Vector Calculus

EXPERIENCE

Machine Learning Intern   June 2023 – Aug. 2023
Courant Institute of Mathematical Sciences, NYU   New York, NY
- Developed computer vision, language, and regression models from the ground up using TensorFlow, numpy, and scikit-learn.
- Collaborated on foundational projects in reinforcement learning, computer vision, and distributed systems under the guidance of faculty members.
- Successfully undertook a 4-week immersive curriculum encompassing computational mathematics, machine learning theory, and popular frameworks.

Data Science Team Lead   Sep. 2021 – May 2023
Harvard Data Analytics Group   Cambridge, MA
- Developed several Bayesian models in Python to predict energy prices for a large aerospace corporation
- Contributed models to an open-source sustainability initiative backed by companies totaling over 400 billion dollars in annual revenue
- Employed web scraping and cutting-edge NLP techniques to deliver competitor insights to a leading biotech company
- Deployed an automated dashboard using Python and Firebase to display real-time metrics on 15+ competitors

Founding Developer   October 2021 – May 2022
Arda Impact   Cambridge, MA
- Co-developed app for start-up aiming to improve vaccine access in The Gambia by up to 90 times through drone deliveries
- Conceptualized and crafted detailed app screen mock-ups using Figma, capturing the essence of the user experience.
- Developed app screens and navigation using Java within Android Studio.
- Integrated Mapbox API, enhancing the app's functionality by showcasing real-time drone location and delivery routes.

PROJECTS

PlaygroundRL Codenames Competition | *Python, NLP*   Aug. 2023
- Achieved 3rd place in a high-stakes competition focused on designing a cutting-edge bot for playing the widely popular word game Codenames
- Used NLP techniques to tokenize and embed game words into GloVe vector representations
- Implemented forward search and heuristics based on cosine similarity to generate relevant clues

Track Chicago | *Flutter, Dart, Python*   June 2020 – Aug. 2020
- Engineered a cross-platform mobile app for effortless tracking of Chicago train and bus arrival times, simplifying daily commutes.
- Established communication with the Chicago Transportation Authority to secure access to real-time arrival data through their API
- Published to App Store and Google Play Store gaining 1K+ downloads and an average 4.9/5 star review
- Implemented state management using Flutter's Provider class to seamlessly handle user data

TECHNICAL SKILLS

Languages: Python, C/C++, SQL, Java, JavaScript, HTML, CSS, Dart, Bash, R
Frameworks: React, Flutter, Flask, Tailwind
Developer Tools: Git, Android Studio, XCode, VS Code, RStudio
Libraries: Pytorch, Tensorflow, Keras, Pandas, NumPy, Plotly, Matplotlib