

Mr. Jeruh Kim

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EDUCATION

University of Auckland

Bachelor's (Hons) of Engineering in Software Engineering

Auckland, New Zealand

Expected Graduation, Nov 2026

- o **Concentrations:** Intelligence, Modeling and Image processing
- o **GPA:** Part II 8.00 / 9.00
- o **Related Coursework:** Object-Oriented Programming, Data Structures & Algorithms, Database Systems, Network and Security, Computer Graphics & Image Processing, Software Design/Architecture, Software Quality Assurance

EXPERIENCE

Dong A Eltek Co., Ltd.

Software Research/Development Engineering Intern

Gyeonggi-Do, South Korea

Dec 2024 – Feb 2025

- Developed deep learning models using CNNs to enhance image-based defect detection for OLED/LCD displays
- Built a piston defect detection model that outperformed the company's existing solution in accuracy and reliability
- Gained hands-on experience in manufacturing automation, system engineering, image processing, display testing, DeMURA (Automated visual inspection and correction), and hardware integration

University of Auckland

Faculty of Engineering and Design Student Guide

Auckland, New Zealand

Mar 2025 – Nov 2025

- As a student guide, support fellow students while actively promoting the faculty. Contributed to faculty promotional content by participating in video campaigns as both a content creator and on-screen representative.

PROJECTS

Piston Defect Detector

Team Member

Gyeonggi-Do, South Korea

Jan 2025 – Feb 2025

- Developed and trained CNN models using tensorflow, pyTorch, and OpenCV to enhance automation of piston defect detection in manufacturing
- Achieved a high prediction accuracy of 95.61%, enhancing efficiency and reliability in quality control

Guess Who

Team Lead

Auckland, New Zealand

Aug 2024 – Oct 2024

- Led development of a Java full-stack interactive crime-solving game using JavaFX and HTML/CSS
- Integrated AI-powered character interactions through prompt engineering for real-time responsiveness
- Coordinated team contributions using collaborative Git, fostering efficient collaboration and organized work flows

AWARDS

3rd Place in 2025 DEVS X GDGC Hackathon

Team Member

Auckland, New Zealand

Jul 2025

- Developed a full-stack web app using React, TypeScript, and Supabase, featuring real-time messaging, location-based restaurant matching, and a fully functional UI – aligned with the hackathon theme *"Reinvent the Wheel"*
- Enabled restaurants to send personalised offers and deals based on customer info and real-time context

ACTIVITIES AND LEADERSHIP

AUSA International Student Buddy

Auckland University Students' Association

Auckland, New Zealand

Jun 2024 – Nov 2024

KEB (Korean Engineering Body)

Co-President & Co-founder

Auckland, New Zealand

July 2024 – Current

- Co-founded a fast growing community of 100+ various engineering students; led academics events, developed internal systems, organized mentoring initiatives, and collaborated with professional engineers across multiple disciplines

SKILLS

Programming: C++, Java, Python, C, C#, MATLAB, SQL, HTML/CSS, TypeScript, JavaScript, R

Frame Works & Tools: Git/GitHub, Visual Studio, MFC, JavaFX, Eclipse, TensorFlow, PyTorch, OpenCV, NumPy, Supabase, React

Development Practices & Methodologies: Agile, Test Driven Development, J-Unit Testing, Code Reviews, CI/CD Pipelines, Linux