

# Soan KIM

Ph.D. Candidate in Reinforcement Learning & Neuroscience

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**AI Researcher in Closed-Loop Systems & Theoretical RL:** I possess a unique dual background bridging **Theoretical Reinforcement Learning** (PI: Peter Dayan) and **Real-Time Decoded Neurofeedback** (PI: Aurelio Cortese). Unlike pure ML researchers, I combine mathematical modeling with hands-on systems engineering, having implemented real-time closed-loop architectures that couple autonomous agents with biological substrates. I am uniquely positioned to apply this **AI-in-the-loop** expertise to build the **AI Scientist**.

## Education

<b>Ph.D. Candidate in Neuroscience (Focus: AI &amp; RL)</b> <i>Basque Center On Cognition, Brain, and Language</i>	<b>Donostia, Spain</b> <i>09.2021 - Present</i>
• <i>Thesis: Metareasoning in Reinforcement Learning with Sparse Rewards (Expected: Sep. 2026)</i>	
<b>M.Sc. in Neuroscience</b> <i>Korea University (Cumulative GPA: 4.15 / 4.5)</i>	<b>Seoul, South Korea</b> <i>09.2016 - 08.2019</i>
<b>B.A. in English Lang. &amp; Lit., Business Admin.</b> <i>Korea University (Double Major)</i>	<b>Seoul, South Korea</b> <i>03.2013 - 08.2016</i>

## Technical Skills

**Languages:** Python (10+ years), MATLAB, R, JavaScript, Bash

**AI/ML Frameworks:** PyTorch, TensorFlow, Scikit-learn, OpenAI Gym

**Core Competencies:** Reinforcement Learning (MCTS, DQN, Actor-Critic), Agent Architecture, Computational Modeling, Decoded Neurofeedback (MVPA), Experimental Design

## Research & Engineering Experience

<b>Predoctoral Researcher (RL &amp; Neurofeedback)</b> <i>Basque Center On Cognition, Brain, and Language</i>	<b>Donostia, Spain</b> <i>09.2021 - Present</i>
• <b>Agent Simulation:</b> Developed Monte Carlo Tree Search (MCTS) and Deep Q-Network (DQN) agents to simulate human meta-reasoning strategies, creating a quantitative framework for analyzing behavior in sparse-reward environments.	
• <b>Real-Time Systems:</b> Implemented a closed-loop fMRI system with real-time decoded neurofeedback (MVPA) to causally induce prediction errors, demonstrating a link between neural states and improved problem-solving.	
• <b>Data Pipeline:</b> Built end-to-end pipelines for processing large-scale neuroimaging and behavioral datasets using Python and High-Performance Computing (HPC) clusters.	
<b>Teaching Assistant, Deep Learning</b> <i>Neuromatch Academy</i>	<b>Remote</b> <i>07.2023 &amp; 07.2024</i>
• <b>Technical Leadership:</b> Guided 49 high-skilled graduate students and researchers through 3-week deep learning curriculum, facilitating 10 end-to-end research projects from hypothesis to PyTorch implementation.	
• <b>Code Review &amp; Debugging:</b> Provided daily technical mentorship, debugging complex model architectures (RL agents, RNNs, CNNs) and resolving implementation bottlenecks to ensure successful project delivery.	
• <b>Collaborative Research:</b> Fostered a high-performance remote research environment, enabling diverse international teams to present novel findings in computational neuroscience and deep reinforcement learning.	
<b>Research Assistant</b> <i>Basque Center on Cognition, Brain, and Language</i>	<b>Donostia, Spain</b> <i>12.2020 - 08.2021</i>

- Preprocessed and analyzed complex fMRI datasets using Python and MATLAB to identify neural correlates of cognitive function.
- Developed Python tutorials to upskill graduate students in computational analysis methods.

## Key Projects: Agents & Modeling

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- **Mathematical Problem-Solving by DQN Agent** [GitHub]: Architected a custom OpenAI Gym-like environment and successfully trained a Deep Q-Network agent to find optimal solutions, showcasing end-to-end RL project development.
- **Human Behavior Simulation with MCTS** [GitHub]: Implemented a Monte-Carlo Tree Search model to simulate human decision-making in a sparse-reward task, providing a robust benchmark for behavioral analysis.
- **Neural Reinforcement on Prediction Error with Real-time fMRI Decoded Neurofeedback** [Poster]: Trained participants to induce prediction error by multi-voxel pattern analysis with decoded neurofeedback to enhance problem-solving performance.

## Grants & Awards

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- **Preddoctoral Researcher-Plan Nacional FPI Fellow (2021-2025)**, Ministry of Science, Innovation and Universities, Spain (*PI: Dr. David Soto*)
- **Brain-AI Hybrid Travel Grant (2022)**, Japan Science and Technology Agency (*PI: Dr. Aurelio Cortese*)

## Selected Conferences

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- **Subcortical markers of successful self-regulation in fMRI-based decoded neurofeedback**  
*Villar-Rodríguez, E., Margolles, P., Kim, S., & Soto, D. (2026). Poster at the Organization for Human Brain Mapping (OHBM) Annual Meeting, Bordeaux, France.*
- **Inducing Reward Prediction Error with Decoded Neurofeedback**  
*Kim, S., Margolles, P., Cortese, A., & Soto, D. (2025). Poster at the 1st International Symposium on Decoded Neurofeedback, Kyoto, Japan.*
- **Confidence Prediction Error Predicts Learning and Insight**  
*Kim, S., Bramlage, L., Cortese, A., & Soto, D. (2024). Poster at ASSC, Tokyo, Japan.*
- **Inducing Reward Prediction Error with Decoded Neurofeedback**  
*Kim, S., Margolles, P., Cortese, A., & Soto, D. (2024). Poster at Real-Time Functional Imaging and Neurofeedback, Heidelberg, Germany.*
- **Confidence Prediction Error: A Metacognitive Monitoring Signal**  
*Kim, S., Cortese, A., & Soto, D. (2023). Poster at Winter Workshop Mechanism of Brain and Mind, Hokkaido, Japan.*

## Internships & Research Stays

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<b>Max Planck Institute for Biological Cybernetics</b> <i>Computational Neuroscience — Advisor: Dr. Peter Dayan</i>	Tübingen, Germany 08.2024 – 11.2024
<b>Advanced Telecommunications Research Institute International (ATR)</b> <i>Decoded Neurofeedback Lab — Advisors: Dr. Aurelio Cortese</i>	Kyoto, Japan 11.2022 – 02.2023
<b>Donders Institute for Brain, Cognition and Behaviour</b> <i>Computational Neuroscience — Advisor: Dr. Bernhard Englitz</i>	Nijmegen, Netherlands 06.2020 – 11.2020
<b>Max Planck Institute for Psycholinguistics</b> <i>Cultural Brain Lab — Advisor: Dr. Falk Huettig</i>	Nijmegen, Netherlands 09.2019 – 03.2020

## Certificates

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HarvardX Calculus Applied (edX)	2022
Unity Deep Reinforcement Learning Nanodegree (Udacity)	2021
Neuromatch Academy Deep Learning (NMA)	2021

## Dissemination

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<b>Reinforcement Learning: Animal, Machine, &amp; Human</b>	Pint of Science, Spain (05.2025)
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