KEN NOH

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Skills

- Python
- Java
- C
- C++
- SQL
- Keras
- JavaScript
- HTML
- CSS
- Node.js
- React.js
- Git

Awards

- Jane Street ETC 2018
  2nd Place
- USA College Ultimate 2018
  2nd Team All Region (NE)
- AMC12 2014
  Distinguished Honor Roll (1%)

Activities

- Club Ultimate Frisbee
- Guitar
- Cello
- Calligraphy

Education

Brown University
09/2016 - 05/2020 (expected)

- B.S. Computer Science
- Departmental GPA: 4.0/4.0 | Overall GPA: 3.84/4.00

Relevant Coursework:

- Linear Algebra
- Multivariable Calculus
- Algorithms & Data Structures
- Computer Systems
- Software Engineering
- Web Applications
- Artificial Intelligence
- 3D Game Engines
- Data Science (*Master's*)

Experience

Software Engineering Intern @ AIBrain, Inc.
06/18 - 08/18

- Built a Semantic Clustering module for the Memory Graph product to trigger self-reorganization of memory stored in an acyclic graph structure.
- Implemented the skip-thoughts encoder/decoder model in Keras using bidirectional GRU's to produce accurate sentence embeddings.
- Improved the Summer City Unity demo for fAutonomy by adding a marketplace-driven economy and intelligent NPCs with goal-based planning combined with deep neural networks to create a competitive lifestyle simulation using the C++ API.

Undergraduate Teaching Assistant @ CS1410
05/18 - 12/18

- Held weekly hours for CS1410: Artificial Intelligence to help students with concepts and debugging, graded assignments & exams.
- Updated assignments by adding I/O testing functionality, visualization, and solution code.

Software Developer @ Salomon Laboratory
06/17 - 09/17

- Wrote R and Python scripts to parse and perform ANOVA analysis on mass spectrometry data which computed normalized heatmaps for phosphorproteomics experiments.
- Implemented Andromeda and MaxQuant in the automated pipeline to improve sequencing depth. Used R's Parallel library to remove bottlenecks in quantitation caused by the new, richer data types.
- Created a GUI to interface the *Peptide Depot* relational database with statistical tools.

Web Developer @ AnyMeal, Inc.
07/13 - 01/14

- Designed a web portal using Node.js for restaurant owners to upload and customize their menu's appearance, experimented with Node Webkit to create a desktop version.
- Built a custom web scraper in Python to streamline the menu uploading process.
- Worked directly with the dev team and clients to rigorously test the product until release.

Projects

Stuff Going Down - Personalized Global News
03/18 - 05/18

- A world map which updates with live news and social media pins. Content is fully customizable as upvoting content increases the chances of similar content being displayed.
- Features: multiple user support, search, grouping densely pinned areas with clusters, displaying heatmaps based on sentiment, dynamic zoom, and upvoting & downvoting.

Technology: Java, Spark, JavaScript, HTML/CSS, D3.js, websockets, Google Maps API

Maps - A lightweight implementation of Google Maps in Java
01/18 - 03/18

- An interactive map GUI created using a combination of k-d trees, dynamic graph structure, and grid-based caching with HTML canvas. Imports data from the OpenStreetMap database.
- Features: navigation, traffic data, panning, zooming, and search with smart autocorrect.

Technology: Java, Spark, JavaScript, SQLite3, Canvas

XAMulator - Secure Testing Portal
06/15 - 12/15

- An education tool designed to replace paper tests through creating and taking tests online.
- Program consisting of a web portal for teachers to upload/create tests and a desktop client for students to take tests on and view results. Locks the screen during test-taking to prevent cheating.

Technology: Node.js, node-webkit, JavaScript, MySQL, Passport