

Yoon Kong

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Objective: Computer Science student eager to learn the game development process and become an independent developer/designer

EDUCATION

Irvine High School | Irvine, CA (Unweighted GPA: 3.97/4.0)

Aug 2021 – Present

Relevant Courses: WH (5); Comp Sci A (5); Cal BC; Lang; USH; Physics; Lit (IP); Physics II (IP); Stat (IP); Gov (IP); Econ (IP)

Awards: Principal Honor Award (9th, 10th, and 11th)

SKILLS

Programming Languages: C#, JavaScript, Java, Python

Software: Visual Studio Code, Unity

Speaking Languages: Fluent in English and Korean

ACHIEVEMENTS

Scholastic Art and Writing Silver Award(Online)

Nov 2022

- Recognized for narrative writing work submitted to the Scholastic Contest
- Experienced the writing process firsthand, spending 2 hours a week for months revising the writing

International Conference Of Artificial Intelligence Research Presentation

July 2023

- Participated in weekly 2-hour meetings in preparation for the presentation
- Submitted and presented a research paper on deep learning and stock market algorithms
- Traveled overseas to present the research paper in detail along with its findings and motivation to the ICOAI organization and other presenters
- Paper Title: Using Deep Learning Algorithms Prediction of the Closing Price of Stocks with Indication Features
- (To be published in IJET at July 2024)

Jeonjoo Global Game Jam 2nd Place

Aug 2023

- Developed a game for the Jeonjoo Game Jam held in South Korea along with 2 artists and a developer
- Game Name: Stop!!! A puzzle game where you draw walls in order to stop the enemy AI from fighting each other
- Team project that involved all college students except for me as a high schooler
- Went through a 72-hour process where every participant lived together, building cooperation and teamwork

AMC12 Qualification

Nov 2023

- Qualified for the AMC12 problem-solving exam, an exam for students who are passionate about mathematics
- Enhanced mathematical thinking and problem-solving through the experience

Scholastic Art and Writing Honorary Award(7:00AM)

Nov 2022

- Recognized for narrative writing work submitted to the Scholastic Contest
- Experienced the writing process firsthand, spending 2 hours a week for months revising the writing

Ukraine Bloom Video Project

Dec 2022

- Interviewed Ukraine soldiers during the outbreak of the Ukraine War to put together a video, collecting donations for the war effort in the process
- Goal of raising awareness of conditions that Ukrainian soldiers are going through
- (certificate earned for contribution, unclear whether it should be in achievements or extracurriculars)

EXTRACURRICULARS

UCI Math Circle

Oct 2020 – Present

- Participated in challenging math problems with a group of roughly 40 fellow high school peers
- Hosted by UC Irvine, out of school activity
- Member role
- Attended weekly meetings to solve math puzzles with peers to improve mathematical problem-solving skills

Irvine Marching Band

Aug 2021 – Present

- Participated in Irvine High School Marching Band as a Clarinetist, practicing an hour before school starts every day
- Performed weekly in the football season along with extra performances at concerts and marching contests
- Established strong relationships between sections of the Marching Band and learned valuable skills on how to cooperate within a team

Varsity E-Sports Team

Jan 2023 – Present

- Signed up for a varsity E-Sports team playing the game Super Smash Brothers Ultimate

- Role of team member
- Played with in the 2023 Spring Varsity Season

IKPAVC (Irvine Korean Parents Association & Volunteer Committee)

Aug 2023 – Present

- Took part in volunteer service centering around Koreans within Irvine is meant to bring a sense of community among the South Korean members of the community
- Focused on agricultural work weekly for 3-5 hours at various organizations such as the Shadetree Nursery or the Irvine Food Bank, which raises food products for homeless shelters, universities, and hospitals locally

Film Analysis Club (founder)

- Founded a club with the intent of helping students improve their media literacy by watching and discussing film
- Held monthly meetings where students would watch a film then analyze the themes and the purposes of the film

Irvine Machine Learning Club (member)

Aug 2022 – Present

- Learned coding in Python and basics of machine learning in a high school club 2 hours weekly
- Planned to start projects as a group related to machine learning such as analyzing data for mobile app downloads

Irvine Board Game Club (member)

Sept 2023 – Present

- Experiences and analyzes different popular board games to see the design philosophy behind them

Youth Action Team (member)

Sept 2022 – Present

- (to be added, not much activity despite being a member)
- Goal: organize/coordinate volunteer service opportunities for high school students

Planned:

Game project: theater cleaning

Travel app project (Northeastern Univ. project)

Ethics Center UCI Summer Internship (7/15-8/9) (submitted an application; no interview processed)

Gonggames Internship

Part Time Job for AMC Theater

EDX Havard - Algorithms: Design and Analysis (Stanford)

Google AI for Anyone