# Taeyang (Dennis) Kim

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# **Education**

#### **University of Toronto**

2021-2024

Honours Bachelor of Science, Computer Science, Co-op, International Student Ambassador

### **Skills**

Python, Java, C, C++, JavaScript, Bash HTML, CSS, React, Node. js, SQL, AWS, Git, MIPS, DAX query

# **Experience**

# **Korea Advanced Institute of Science and Technology**

Aug 2020 - Jan 2021

Research Intern

- Trained a convolutional neural network, working heavily with **PyTorch** and **Anaconda**, allowing the model to classify images with an accuracy of 86.7%
- Extended the model using **OpenCV** to enable real-time recognition for autonomous car
- Responsible for the data plotting feature using **Python**, an important component of the project that enabled the analysis of the effect of epochs in machine learning

# **Ministry of Education**

May 2023 - Present

**Application Programmer Analyst** 

- Utilized **SQL** and **DAX queries** to design and develop data visualizations and manipulations, resulting in a significant reduction in monthly report generation number, from 45 to 23
- Created a machine learning model using **PySpark** and **Python** to predict private cost audit tuition fees, providing estimates for 400,000 applications
- Collaborated with stakeholders using **Power BI** to summarize OSAP applications across academic years, amounting to a total of 4.7 billion in tuition fees

#### **Projects**

Snake Game AI August 2023

• Designed a CNN-based reinforcement learning model in **Python**, utilizing **TensorFlow**, **Pygame** and **OpenAI Gymnasium** to empower agents to navigate gaming environments

Push up Counter May 2023

• Utilized **Python** alongside **YOLO** to estimate pose and develop a real-time push-up counting system, allowing dynamic fitness tracking in video streams

Platform Game April 2023

• Developed a platform game featuring three distinct stages, programmed in **MIPS** assembly language, incorporating gravity mechanics for an immersive gaming experience

#### **Course Offering Calendar Android App**

August 2022

- Used **Gradle** and **Java** to create a course calendar Android app that considers prerequisites and session offerings, with **Git** for version control
- Implemented Real-time **Firebase** and **SQLite** to enable real-time updates of user-generated data for all other users of the application
- Utilized **Mockito** and **JUnit** to facilitate unit testing, which allowed for fast development
- Conducted Scrum meetings as Scrum master and used Jira to keep track of the user stories to allow better communication and collaboration