

Brian Park

Linkedin: <https://www.linkedin.com/in/briannparkk/>

Github: <https://github.com/briannparkk>

Email : seong.park121@gmail.com

Mobile : +1-619-227-7142

EDUCATION

- **University of California, Los Angeles** Los Angeles, CA
B.S. Computer Science and Engineering; GPA: 3.66; 2021, 2022 Dean's Honor List Sep 2020 - Mar 2024
Courses: Algorithms & Data Structures, Operating Systems, Deep Learning, Machine Learning, Computer Networking, Computer Architecture

EXPERIENCE

- **NVIDIA** Santa Clara, CA
Perception Software Engineer Intern, Autonomous Vehicles Jun 2023 - Current
 - Perform data augmentation on the SQLite Dataset of parking spaces with inferred entry-line labels, led to the generation of Augmented Reality Simulation data with wheel barriers, utilizing PyTorch, NumPy, SQLite .
 - Implement 13 Key Performance Indicator (KPI) metrics, including Intersection Over Union (IOU), Positional Error, and Precision/Recall/F-Score, to evaluate the performance of ParkNet Deep Neural Network , using PyTorch, NumPy, Pandas.
- **Structures-Computer Interaction at UCLA** Los Angeles, CA
Undergraduate Researcher; Advisors: Prof. Jungseock Joo and Prof. M. Khalid Jawed Sept 2022 - Current
 - Devise a sampling pipeline utilizing NVIDIA Instant-NGP, Unity C# Engine, NumPy, and OpenCV to generate neural radiance field objects (NeRFs) for 3D Reconstructed views of agricultural fields, achieving a 98.3% reduction in baseline sampling time.
 - Build autonomous robotics software and Computer Vision algorithms for leading research development of self driving precision agricultural robots in collaboration with the U.S. Department of Agriculture.
 - Formulated mBEST Perception Algorithm to perform realtime detection of Deformable Linear Objects; Obtained ground truth labels of the mBEST and FASTDLO dataset using OpenCV, NumPy
- **Miravel** Los Angeles, CA
Software Engineer Intern Jan 2021 - October 2021
 - Created subscription service with HTML, CSS, JavaScript, REST APIs for customers to edit account information and create transactions.
 - Implemented an account management system that over 360 users ordered, viewed, and edited products to purchase seeds for their autonomous indoor garden.
- **iD Tech** Los Angeles, CA
Academy Instructor Jun 2022 - Aug 2022
 - Led iD Tech's "Machine Learning: Coding Deep Neural Networks" course to 30 high school students.
 - Guided students in training Convolutional Neural Networks on the CIFAR-10 dataset using Tensorflow and Recurrent Neural Networks for cooking recipe generation using Python, Tensorflow, pandas, BeautifulSoup.
- **Association for Computing Machinery, Artificial Intelligence at UCLA** Los Angeles, CA
Outreach Officer Oct 2020 - Sept 2023
 - Developed and instructed a UCLA-certified machine learning curriculum weekly to cohorts of 20 students at North Hollywood High School and Girls Academic Leadership Academy.
 - Hosted "You Belong in AI," a podcast with over 1300 listeners that explores diversity and inclusion within AI, featuring leaders of artificial intelligence organizations within Google, NVIDIA, DeepMind, MITRE.

PUBLICATIONS

- Choi, A., Tong, D., **Park, B.**, Terzopoulos, D., Joo, J., Jawed, M. "mBEST: Realtime Deformable Linear Object Detection Through Minimal Bending Energy Skeleton Pixel Traversals", IEEE Robotics and Automation Letters, 2023

PROJECTS

- Fine-tuned ResNet-18 neural network on Kaggle Cassava Leaf Disease dataset to detect different diseases on cassava leaves, a staple food source based on Uganda's National Crops Resources Research Institute. Optimized baseline model accuracy by 20% through data augmentation and transfer learning in PyTorch .(2021)
- Computer Vision web app that enhances remote learning environments by tracking a lecturer's movements and allowing live chats with students. Built with YOLOv4 object-detection algorithm, OpenCV, Firebase database .(2022)

SKILLS

- Languages: Python, C++, C, C#, HTML, CSS, JavaScript, Haskell, Bash.
- Technologies: PyTorch, Tensorflow, OpenCV, Unity, ReactJS, Firebase, scikit-learn, Git, Docker, SQLite, Emacs.