

Brian Pak

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EDUCATION

Georgia Institute of Technology | Atlanta, GA

Expected Graduation: May 2024

B.S – Computer Science

Previous Coursework: Data Structures & Algorithms, Computer Organization & Programming, Systems Programming, Combinatorics, Discrete Mathematics

Current Coursework: Objects & Design, Information Visualization, Intro to AI, Robotics & Perception

TECHNICAL SKILLS

Languages: Java, C, C++, JavaScript, HTML/CSS, Python

Technologies: Git, React.js, styled-components

Interests: Rest API, Express.js, MongoDB, Mongoose

PROJECTS

Unix Utilities | C

- Implemented a collection of eight Linux/UNIX command-line commands, including head, tail, env, and word count.
- Utilized **C Standard Library Functions** to properly make requests to the Linux Kernel for function implementations.

Stranger Things Showdown! | C

- Designed and programmed a Stranger Things inspired rock-paper-scissors video game for the GameBoy Advance.
- Implemented graphics of seven characters and background scenery by manipulating Direct Memory Access functions and implemented game logic using basic C programming.

Geography Quiz | JavaFX, JUnit, Maven

- Created a GUI for an interactive geography quiz, which asks the user to pair countries with continents and converts results to binary for later use.
- Utilized **JavaFX** to develop the frontend of the interface, implemented six **JUnit** tests to validate the program, and managed the project using **Maven**.

EXPERIENCE

Participating Member | GT Agency

January 2022 - May 2022

- Implemented a deep neural network of three layers in **Python** that interprets around 10,000 handwritten digits MNIST data to understand fundamental deep learning concepts and basics to ML Libraries.
- Attended lecture meetings to gain awareness about other AI subfields of interest, like Reinforcement Learning, Machine Learning Theory, and Computer Vision.