Brian Pak
https://www.linkedin.com/in/brianpakk/

Email : brianpak2402@gmail.com

Mobile : +1-678-641-5035

EDUCATION

Georgia Institute of Technology | Atlanta, GA Expected Graduation: May 2024
B.S – Computational Media

Previous Coursework: Data Structures & Algorithms, Computer Organization & Programming, Systems Programming, Combinatorics, Discrete Mathematics
Current Coursework: Objects & Design, Intro to Info Visualization, Intro to AI

TECHNICAL SKILLS

Languages: Java, C, C++, JavaScript, HTML/CSS, Python
Technologies: Git, React.js, styled-components
Interests: Rest API, Express.js, MongoDB, Mongoose

PROJECTS

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.

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.

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.