

# Brian Pak

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## EDUCATION

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**Georgia Institute of Technology | Atlanta, GA**

Expected Graduation: May 2024

*B.S – Computer Science*

**Coursework:** Data Structures & Algorithms, Object-Oriented Programming, Information Visualization, Computer Organization, Systems Programming, Data Structures (C++), Combinatorics, Discrete Mathematics

## TECHNICAL SKILLS

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

**Technologies:** React.js, Git, styled-components

## PROJECTS

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**Unix Utilities | C**

- Implemented a collection of eight Linux/UNIX command-line commands, including head, tail, env, and wc, to assist two friends in understanding the Linux command line.
- Employed **C Standard Library Functions** to properly make requests to the Linux Kernel.

**Stranger Things Showdown! | C**

- Programmed a Stranger Things-themed rock, paper, scissors video game for the GameBoy Advance.
- Produced graphics for seven Stranger Things characters and background scenery by manipulating Direct Memory Access functions and implemented game logic using **C** programming.

**Geography Quiz! | JavaFX, JUnit, Maven**

- Developed a GUI for an interactive geography quiz, which asks the user to pair countries with continents and stores the results to a binary file.
- Built the frontend of the interface with **JavaFX** and organized the project through **Apache Maven**.

## COMMUNITY INVOLVEMENT

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**GT WebDev**

August 2022 - Current

- Collaborating on a team with six other peers to create a Spotify game-based learning platform in an **Agile** development process.
- Experimenting methods for authenticating host with **AWS API Gateway** and **Web Sockets** while allowing host to search for songs with the **Spotify API**.

**The Agency**

January 2022 - May 2022

- Implemented a deep neural network of three layers in **Python** that interprets over 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