

Hayden Kim

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Experience

Microsoft

Software Engineer

Feb 2022 – Present

Seattle, WA

- Data and AI: Build best-in-class Azure service for hosting Jupyter notebooks to enable data science, ML, AI and educational workloads; ship with a variety of services and products across the company e.g. AzureML, Azure Synapse, Minecraft, Teams, MS Learn and more.
- Open Source Engineering: Worked with the Open Source Programs Office and OSS Legal teams to create internal tools and system that support open source usage, releasing, and contributions across Microsoft.

CrunchApps

Software Engineer, Machine Learning

Nov 2019 – Feb 2021

New York City

- Led end-to-end development of computer vision models from data collection and training to deployment
- Optimized PyTorch/TensorFlow models to serve as API through AWS + Flask for deep learning applications
- Researched and implemented ML algorithms on user profiling responsible for data driven decisions
- Built data pipelines using Python to improve workflows on model training and evaluation

Georgia Tech

Research Assistant

Sept 2016 – May 2018

Atlanta, GA

- Developed an Android application using proximity-based hardware to solve the 'bus-bunching' problem
- Trained ML models to predict the bus departures and arrivals based on multiple features from collected data

Dell SecureWorks (IPO)

Software Engineer Intern

May 2015 – Aug 2017

Atlanta, GA

- Prototyped the location awareness functionality for a threat monitoring web application
- Troubleshooted the functionality and performance on both the back-end services and user interface
- Developed tools for an internal product called Logic Engine GUI using Java and Lift web framework
- Wrote RESTful services and managed migrating data from legacy schema to new schema using MySQL

Projects

NeighborBonus

HackGT 2017

- Developed an end-to-end web application model for earning apartment referral bonuses using MEAN stack
- Built profile registration and user authentication functions, along with Google Map API to aid visualization

Full MOBA Competition

Game AI (CS4731)

- Won 1st (/40) place in the round-robin tournament, where my Heroes and Minions AI python implementation beat those written by other students

Skills

Languages C#, TypeScript, Java, Python, JavaScript, HTML, CSS, MATLAB, SQL, \LaTeX

Libraries NumPy, pandas, OpenCV, scikit-learn, Matplotlib, Requests

Education

Georgia Institute of Technology

B.S. Computer Science (Concentrations: Intelligence & Media)

Aug 2014 – May 2018

Atlanta, GA