

EDUCATION

University of Calgary | Schulich School of Engineering, Bachelor of Science Software Engineering (Diversity Champions Scholarship)

2026

Calgary, AB

EXPERIENCE

Web Developer, BMERIT

• Maintained the team's website(https://bmerit.web.app ☑) utilizing skills in HTML, CSS, and JavaScript

10/2023 - Present Calgary, AB

• Utilized Firebase for hosting, authentication, and database management

• Designed responsive web layouts for responsive experience across various devices and screen sizes

06/2023 - Present

Microelectronics Technician, Escape Hour

• Completed over 100 electronic assembly projects with high precision and attention to detail

Calgary, AB

• Troubleshot computer interfaces for equipment, resolving technical issues for over 50 systems

• Leveraged C++, Arduino programming to integrate interactive features into 20 custom electronic solutions, enhancing the immersive experience for escape room participants

05/2022 - Present

• Enhanced accuracy in interpreting audio transcripts by 30%, minimizing misinterpretations

Seoul, South Korea

• Ensured quality of 100+ projects with proofreading and syntax review for Multi-Channel Networks(MCN)

• Maintained strict confidentiality in handling sensitive and confidential information during translation

06/2021 - 06/2022

• Optimized video localization efforts by processing videos and calibrating subtitles & timestamps with a 0.5-second margin of error, achieving 100% format accuracy

Seoul, South Korea

Boosted customer satisfaction by 15% through improving translation accuracy

PROJECTS

Flower Image Classifier

Video Timer, SubUP.io

KOR-ENG Translator, Voithru Inc.

- Developed a deep learning image classifier using PyTorch, VGG16 architecture and a dataset of 10,000 flower images
- Designed Python scripts with command-line training options using argparse module to specify directories, architecture, hyperparameters, and GPU usage
- Implemented the top-K predictions method to provide the most probable flower classes, enabling users to see a range of potential labels
- · Employed Matplotlib and Seaborn to create informative data visualizations such as bar graphs to display classification results

Handheld Retro Video Game Console

- Programmed a game featuring randomized falling objects using C++, Arduino technology and the TFT_eSPI header
- Increased user retention by 30% by implementing a points reward system, creating a more immersive gaming experience
- Designed a 3D casing for the project using Fusion360, resembling a retro arcade machine

Mini Indoor Garden

- Created Arduino-based autonomous water system to address specific moisture levels in soil, using C++, moisture sensor, and a water pump diminishing manual labor by 90%
- Utilized sustainable and recycled materials to construct a 100% recyclable product

EXTRACURRICULARS

Communications Team Member, BMERIT

10/2023 - Present

• Collaborated with club leadership to create communication strategies, ensuring consistent branding

Calgary, AB

• Designed promotional materials, including posters, flyers, and graphics to promote club initiatives

03/2023 - Present

Jr. Vice President Operations, DeepRacer Calgary Created AWS DeepRacer regulation compliant tracks and walls with precise measurements

Calgary, AB

• Streamlined race car resetting process by 25% through implementation of software and digital tools, increasing efficiency in the start line

Coordinated personnel to time racers and update leaderboard to ensure accuracy and timeliness

Translator, Team Subbits
Boosted accuracy of timed and translated captions by 30% by generating transcriptions with Whisper

02/2020 - Present Seoul, South Korea

· Synchronized chat logs to enhance viewing experience by reflecting real-time activity

SKILLS

Languages

C++, Python, HTML/CSS, Swift, C, JavaScript, TypeScript

Technologies/Framework:

PyTorch, React, Next.js