HARRY JUNG

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EDUCATION

University of Michigan - Ann Arbor

September 2021 - April 2025

B.S. in Computer Science

Relevant Coursework: Data Structures and Algorithms, Mobile App Development, Web Systems, Computer Organization, Artificial Intelligence, Linear Algebra, Computer Vision, Discrete Mathematics

SKILLS

- Programming Languages: Python, Java, C/C++, JavaScript, C#, Kotlin, Swift, MATLAB
- Frameworks & Libraries: React, Next.js, Node.js, Express.js, Flutter, TensorFlow, scikit-learn, OpenCV, FastAPI, OpenGL, NumPy, Pandas, Beautiful Soup
- Tools & Platforms: AWS, Docker, Git, MySQL/PostgreSQL, Linux, Android Studio, Figma, Unity3D
- Methodologies & Practices: Agile, CI/CD, AI/ML Automation, Keycloak, JWT, Jira, Confluence

EXPERIENCE

Akima Software Engineer

Herndon, Virginia July 2025 - Present

- Deployed an AI-driven research platform using Next.js, FastAPI, and PostgreSQL for the Department of Defense Information Analysis Center, reducing workflow time by 97% (30 minutes $\rightarrow 1$ minute).
- Integrated AI/ML with AWS (EC2, S3, RDS, OpenSearch) to accelerate document processing and search.
- Deployed secure containers with Docker, Keycloak, and JWT, improving reliability and compliance.
- Led the project in an **Agile Scrum environment**, managing sprints, backlogs, and stakeholder demos.

Herndon, Virginia

Software Engineering Intern

- May 2024 Aug 2024 • Built an XR tool with Meta Quest 3, Unity3D, and C# for accurate 3D construction site visualization.
- Cut design review time by 25% and boosted collaboration efficiency by 30% with virtual walkthroughs.
- Created a military Emergency 911 system using React.js, Express.js, MySQL, AWS, and Leaflet.
- Improved response time efficiency by 30% with geospatial mapping and real-time data integration.

University Technological Club

Lead Website and App Developer

Ann Arbor, Michigan April 2023 - April 2025

- Implemented club mobile app and website zetapi.tech with Flutter and JavaScript, featuring an automated event calendar system that eliminated scheduling conflicts.
- Engineered a secure authentication system with RBAC to manage member resources and access levels.
- Established a CI/CD pipeline with GitHub Actions, reducing testing and deployment time by 30%.

Real-Time Computing Lab

Research Assistant

Ann Arbor, Michigan April 2024 - Sep 2024

- Developed a Kotlin algorithm in Android Studio to prevent shoulder surfing with low user disruption.
- Optimized screen blurring for close distance reading while reducing wide angle recognition rates by 30%.
- Conducted user testing to optimize visibility and security, leading to a 20% reduction in CPU and memory usage through system improvements.

PROJECTS

WordSmith Mobile - AI-Powered Writing & Learning Platform

Jan 2025 - May 2025

- Built modular Course & Submission JSON system on Supabase for profiles, progress, and exercises.
- Implemented AI writing validation with OpenAI API and SwiftUI for real-time grammar feedback.
- Created **Elo-based ranking system** in **Python** to adjust difficulty, track progress, and reward players.
- Integrated voice-to-text, OCR, and text-cleaning using SwiftUI, Speech & Vision Frameworks.

Autonomous Robotic Vehicle Machine Learning Team

Sep 2023 - Dec 2023

- Devised **proximity** and **motor decision algorithms**, advancing toward a street-legal autonomous car.
- Refined TensorFlow and OpenCV for object detection, securing a 3rd place finish at the IGVC.
- Designed training pipelines, processing 1000+ images with sub-100ms for real-time object classification.

Black and White Scene Colorization

Sep 2024 - Dec 2024

- Constructed a colorization model in **Python/TensorFlow** to color black-and-white landscape photos.
- Preprocessed images in LAB color space and built a CNN to predict color classes and boost vibrancy.
- Achieved a score of 4.19/5 in surveys comparing colorized to real images, limited by a 1,000-image dataset.
- Tackled overrepresentation and improved performance through ablation and hyperparameter tuning.