

3411 Adeline St,
Berkeley, CA
408-628-2000

Howon Kim

howonkim@berkeley.edu
linkedin.com/in/howonkim
github.com/howon-kim

EDUCATION

University of California, Berkeley | Bachelor of Arts, Intended Computer Science / Data Science (Cum. GPA 3.58), Aug 2022
De Anza College | Studied Systems Programming, Computer Information System (Cum. GPA 3.9)

EXPERIENCE

- | | | |
|---|--|----------------------------|
| Chief Technology Officer | ReviewMe , Seoul, Korea | Sep 2020 - Dec 2021 |
| <ul style="list-style-type: none">• Research the method to numerate people's concentration level using face components, emotion, and EEG data. Start from data collecting using EEG, face recognition software and analyze meaningful data of SRM wave. Mainly focused on making data structure and data collecting method for creating useful model.• Develop iOS application for analyzing users' facial components and emotional data.• Manage product of iOS, Android, Web application. Experience in backend(Php) and frontend(Swift) to implement new feature for developed application.• Company was funded several times by the Korean government. | | |
| Software Engineer Internship | Samsung Electronics (HQ) , Suwon, Korea | Jun 2020 - Aug 2020 |
| <ul style="list-style-type: none">• Solo research project with senior to develop new feature using NLP for their Android application. Use KoNLPy and Gensim libraries to lemmatized/tokenized the OS notification data. Use Latent Dirichlet Allocation method to categorized these data into different categories.• Analyze legacy code of Samsung's Android framework, use their own Git and documentation system, and get familiar with development method and procedure. Size of framework team is about 100 people and my team is about 15 people.• Lead weekly Intern sprint plannings and daily stand-ups to manage milestones and estimate tasks. | | |
| Cofounder CTO | AltoyGames , Seoul, Korea | Jan 2020 - Jul 2020 |
| <ul style="list-style-type: none">• Write the C# scripts in Unity 3D to control the game components such as building the own path-finding algorithm on 2D grid system. Form the team from the beginning with new engineers and artists.• Company was funded about 84,000 USD by the Korean government. | | |
| Computer Science Tutor (Java, Python) | University of California, Berkeley | Jan 2019 - Apr 2019 |
| Unity 3D Developer | Samsung Creative and Innovation Center, Korea | Sep 2017 - Dec 2017 |
| Calculus Tutor/ Computer Science TA | De Anza College, Cupertino | Aug 2016 - Jun 2017 |
| Club President of AI for Robotics | | Aug 2016 - Jun 2017 |

PROJECTS

- **ReviewMe**: Book review platform on iOS and Android. Manage product that uses PHP on CentOS and Swift, Java for mobile platform. Server management experience in AWS and Cafe24 (like AWS system).
- **Blinki**: Lead face and emotion data collection application in iOS. Use Firebase as backend. ARKit and TrueDepth API to take advantage of its hardware performance and vision frameworks that doesn't have TrueDepth camera. MLKit for emotional data.

PERSONAL

- **Collaborative Travel Schedule Application**: Develop iOS Application using Swift, Firebase, MapKit, and Core Location. Users can add or remove location pins for travel plan with the location data synced with Firebase.

CONTRIBUTION

- I contribute open-source projects, Aerial - macOS screensaver, ModernFlyouts - Windows custom UI, Rufus - OS management application. Minor feature improvements.

Licenses and Certifications

- | | | |
|-----------------------------------|--|----------------------|
| Swift Level 2 (Syntax 5.0) | Cambridge Certification Authority (ID: 88047) | March 2020 |
| Swift Level 1 (Syntax 5.0) | Cambridge Certification Authority (ID: 85446) | January 2020 |
| Unity Certified Developer | Unity Technologies (ID: 201708UCD2784) | November 2017 |

