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Software Engineer

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University of California at Berkeley, Bachelor, Data Science, Dec 2022

- Coursework: **Data, Inference, and Decisions**, Introduction to **Artificial Intelligence**, Introduction of **Database Systems, Software Engineering**, Principles & Techniques of Data Science, **Linear Programming** and Network Flows, Nonlinear and Discrete **Optimization**, Concepts of **Probability, Linear Algebra**, Data Structures and **Programming Methodology**.

Experience

HPC Engineer at Hewlett Packard Enterprise, Berkeley, CA

January 2023 – February 2023

- High Performance Computing Engineer at National Energy Research Scientific Computing Center at Berkeley Lawrence Laboratory.

Lead Software Engineer at ReviewMe, Seoul

September 2020 – December 2021

- Developed a Machine Learning model to evaluate concentration level using facial components and brain waves.
- Developed an iOS application to collect facial and emotional data using MLKit, ARKit, Vision frameworks, and Firebase.
- Coordinated with external team on development of outsourced applications as product manager. Communicated effectively with different technology stacks.
- Obtained funds from the government for company's patent of the Machine Learning model and recommendation system.
- Proficient in Linux, AWS, Swift, and Python.

Software Engineer Internship at Samsung Electronics, Suwon

June 2020 – August 2020

- Conducted research on machine learning projects for Android utilizing KoNLPy and Gensim libraries for lemmatizing/tokenizing OS notification data and categorizing them.
- Analyzed and optimized the legacy code of the Android framework.
- Experienced in Git, documentation systems, agile development methods, and effective communication with team members.
- Led weekly intern sprint planning sessions and daily stand-up meetings to manage milestones, prioritize tasks, and ensure timely completion of deliverables.
- Proficient in Linux, Git, Java, and Python.

Cofounder and CTO at AlloyGames, Seoul

January 2020 – June 2020

- Developed core components of game algorithm including customized path finding system on a 2D grid using C# in Unity 3D.
- Contributed to obtaining approximately 84,000 USD from the Korean government for innovative system and story development.
- Proficient in C# and Unity 3D.

Computer Science Tutor at University of California at Berkeley, CA (January 2019 – April 2019)

Unity 3D Developer at Samsung Creative and Innovative Center (September 2017 – December 2017)