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Andrew (Howon) Kim

Education

University of California, Berkeley | Bachelor of Arts, Data Science, Dec 2022
- Courseworks: **Data, Inference, and Decisions**, Introduction to **Artificial Intelligence**, Introduction of **Database Systems**, **Software Engineering**, Foundation of **Data Science**, 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

Chief Technology Officer	**ReviewMe,** Seoul, Korea	**Sep 2020 - Dec 2021**

- Created ML model to evaluate concentration level using face components and SRM wave.
- Developed an iOS application for collecting users' facial components and emotional data. Used Firebase for database, ARKit and TrueDepth API for Vision frameworks, and MLKit to face recognition system.
- Product manager of outsourced applications with the outside team. Communicated with different technology stacks including PHP, Linux, AWS, Swift, and Java.
- The company was funded several times by the Korean government for its patent of the ML model of recommendation system.

Software Engineer Internship	**Samsung Electronics**, Suwon, Korea	**Jun 2020 - Aug 2020**

- Research project to use KoNLPy and Gensim libraries to lemmatized/tokenized the OS notification data, then allocated to different categories using Latent Dirichlet .
- Analyzed legacy code of Android framework and worked on improving searching speed.
- Experienced in Git, documentation system, development method, and communication skills.
- Lead weekly Intern sprint plannings and daily stand-ups to manage milestones and estimate tasks.

**Co-founder	CTO**	**AltoyGames**, Seoul, Korea	**Jan 2020 - Jul 2020**

- Developed several core components of game algorithm including path-finding on 2D grid system using C# in Unity 3D.
- Company was funded about 84,000 USD by the Korean government for its innovative system and story.

Computer Science Tutor	**University of California**, Berkeley, CA	**Jan 2019 - Apr 2019**

- Tutored students in Data Structure and Programming Methodology classes using Python and Java.
- Illustrated how to put the concept of big ideas of Computer Science into practice.
- Developed an iOS application using Swift, Firebase, MapKit, and Core Location.

Unity 3D Developer	**Samsung Creative and Innovation Center**, Daegu, Korea	**Sep 2017 - Dec 2017**

- Developed AR FPS game 'MorningStar' using C# in Unity 3D (Showcase: https://youtu.be/RhBANk3GCnE).

Open Source Contribution

- I contributed to open-source projects including Aerial (**macOS** screensaver), ModernFlyouts (**Windows** custom UI), Rufus (**OS** management application) for minor feature improvements.

Licenses and Certifications

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