Andrew (Howon) Kim

Software Engineer

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I have diverse experience, ranging from building a startup from its inception to scaling it up and working in prominent companies. I am a passionate and dedicated professional with a strong focus on data analysis and artificial intelligence. In my first six months at LG and GM, I greatly achieved the first prize in a worldwide data analysis competition and also received Golden Awards for my contributions to smart factory initiatives. My commitment to excellence and innovation drives my success in delivering impactful results.

Experience

Ultium Cells LLC • Company of General Motors and LG Energy Solution

Computer Vision Engineer • Lordstown, OH   04/2023 - Present

- Developed statistical models using terabytes of manufacturing data and deep learning algorithms to detect defects.
- Experienced with various camera systems and optical techniques, including Keyence, Cognex, and Basler.
- Proficient in Python, C++, and WPF, delivering high-quality software solutions.
- Awarded 1st Prize in a Global Data Analysis Competition by LG Energy Solution.
- Redesigned traditional manufacturing UI into a breakthrough interface, unprecedented in the industry.
- Possess a systematic understanding of advanced manufacturing systems, including PLC, SPC, and MES.
- Working at HQ since August 2023; served as a partner employee from April 2023 to August 2023.

ReviewMe • eBook Review Platform Using Machine Learning

Software Engineer • Seoul, Korea   09/2020 - 12/2021

- Researched deep learning model to evaluate concentration level with facial components for review system.
- Analyzed brain waves and facial components.
- Swift, SwiftUI, MLKit, ARKit, and Vision Framework.
- Patent for Kindle like review system and AI funds granted from government.

Samsung Electronics • Android Framework Department

Software Engineer • Suwon, Korea   06/2020 - 08/2020

- Researched machine learning project to automatically sort notifications in situational importance.
- Analyzed and optimized the Samsung frameworks written in Kotlin and Java.
- Experienced in Git, documentation, agile development, and led weekly intern sprint planning session.

AltoyGames • Game Studio Startup

Software Engineer and Founder • Suwon, Korea   01/2020 - 06/2020

- Game development in Unity 3D and C#. Developed core components and algorithms from 2D to VR styled games.

Education

University of California, Berkeley • Data Science • Berkeley, CA   12/2022

- Studied Computer Science and Data Science and graduated as Data Science: Applied Mathematics and Modeling.
- Data, Inference, and Decisions, Artificial Intelligence, Database Systems, Linear Programming and Network Flows, Nonlinear and Discrete Optimization.