

3411 Adeline St,  
Berkeley, CA  
669-256-9319

# Andrew (Howon) Kim

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

## Education

**University of California, Berkeley** | Bachelor of Arts, Data Science, Dec 2022

- Coursework: **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, ARKit and TrueDepth API for Vision frameworks, and MLKit to face recognition system.
- Coordinated with an external team on the development of outsourced applications as a product manager. Communicated with different technology stacks including PHP, Linux, AWS, Swift, and Java.
- The company obtained funds from the Korean government for its patent of the ML model and its recommendation system.

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

- Researched machine learning project on Android using KoNLPy and Gensim libraries to lemmatize/tokenize the OS notification data, and allocated to different categories using Latent Dirichlet.
- Analyzed legacy code of Android framework and improved searching speed.
- Experienced in Git, documentation system, agile development method, and team communication skills.
- Led 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.
- Helped obtain about 84,000 USD from 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**, 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.