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**Andrew Kim**

**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.

**Software Engineer (CTO) 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 AltoyGames, 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

* Tutored students in Data Structure and Programming Methodology classes, demonstrating how to implement big ideas in Computer Science.
* Developed an iOS application using Swift, MapKit, and Firebase to gain practical experience in mobile app development.
* Proficient in Python, Java, Swift, Firebase.

**Unity 3D Developer at Samsung Creative and Innovative Center**

September 2017 – December 2017

* Developed VR FPS game ‘Morningstar’ using C# in Unity 3D (<https://youtu.be/RhBANk3GCnE>).
* Proficient in C# and Unity 3D.

*Open-Source Contribution*

* Contributed to open-source projects such as Aerial (macOS screensaver), Modern Flyouts (Windows custom UI), and Rufus (OS management application), providing valuable input for minor feature improvements.