

# Hun (Donghun) Kim

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Data Scientist passionate in bettering user experience through applying AI technologies. Drive growth through conducting product-centered research, sharing insights through data visualizations, and learning in a fast-pace. Excels at communicating with both technical and non-technical partners via collaboration and presentations.

## EDUCATION

### Harvard University

Master in Design Engineering

Anticipated 05/2026

- Collaborative program between Graduate School of Design and School of Engineering focused on building transformative solutions

### Seoul National University

B.S. Computer Science and Engineering, B.F.A. Visual Communication and Design

August 2023

## EXPERIENCE

### Dalphi

B2B AI subscription startup that builds customized AI solutions for small and large-tech companies

March 2024 - July 2024

#### AI Product Manager

- **Executed** the development of an internal data analysis web service named "dalphi-ops-admin" from 0 - 1 that provided insights into how customers use their AI service, supported with D3.js data visualizations and TensorFlow.js.
- **Initiated** an unsupervised machine learning project utilizing t-SNE and KNN to define clusters of the company's customer base.
- **Led** a team of 3 developers to create a human-in-the-loop text-search AI service for *GF Retail*, adopting Qdrant vector database for storing vectorized search keywords and Redis Cache for storing popular search keywords.

### Linq

Techstars' 23 startup focused on delivering customized LLM-powered Enterprise B2B systems for managing internal knowledge database

December 2023 - March 2024

#### Product Designer

- **Designed** 4 prototypes of LLM-powered KMS systems, each reflecting the features requested by *Amplitude* and *KPMG*: 1) Quick Summarization, 2) Easy Accessibility, 3) Collaborative Search, and 4) Task Automation.
- **Collaborated** with 3 software engineers on creating a reusable design system for faster MVP prototyping.

### SNU HCIL (Human-Computer Interaction Lab)

Seoul National University's Human-Computer Interaction Lab that specializes in Data Visualization and Human-AI Collaboration

July 2023 - December 2023

#### AI Research Intern

- **Built** a QA support tool for LG's Television Manufacturing Department, focusing on TV device log pattern analysis using scikit-learn and D3.js.
- **Conducted** a 2-hour long user interview with 15 design experts to analyze how using Generative AI impacts design workflows.
- **Published** a [paper](#) as a second author finalizing the result as a data visualization prototype targeted at MLOps engineers for tracing the performance of Continual Learning models.

### NAVER

On Smart Studio Alto TF, a task force aimed at creating open-source multiplayer SDKs for creating collaborative editors

June 2022 - December 2022

#### Software Engineer

- **Optimized** the performance of Yorkie, an SDK for building real-time collaborative applications, by 10% through implementing a Trie data structure that groups duplicate events from multiple agents into a single event.
- **Improved** performance by decreasing processing time 20% through a multi-layer system design approach in whiteboard application.

### Whoyaho Corp.

Mobile App startup that focuses on creating real-time player-vs-player games for teenagers

June 2021 - February 2022

#### Software Engineer

- **Built** an anti-abuse advertisement-reward system from inception to launch by utilizing Redis Cache to track user's reward status.
- **Developed** the first internal administrator service targeted for the design team and product team to manage game items, game reward systems, game events, and game cash.

## EXTERNAL PROJECTS

### Dotting Gen AI

Pixel-Art Editor Empowered with Generative AI

March 2023 - April 2023

- **Gathered** two developers to create a fully-functional pixel-art editor that allowed for generating pixel art through text prompts.

### Libplanet

Unity C# plugin for building Blockchain, decentralized gaming

July 2022 - October 2022

- **Collaborated** with other developers to add features for tracing the blockchain transaction to its hash node.

## SKILLS

**Programming:** Python (Pytorch, Pandas, scikit-learn), Typescript (Node.js, React.js, D3.js, P5.js, Tensorflow.js), C# (Unity)

**Interests:** Visualizing Complex Data, Building Graphic Editors, Creating Novel Web Interfaces, Designing prototypes