

Byunggyu Ahn

bahn@cs.jhu.edu

Employment

- 2014/3–present Software Engineer, **Google Inc.** New York, NY
Redesigned and launched the backend system for interactive reporting in Google’s demand-side platform for advertisers, DoubleClick Campaign Manager. Coordinated engineers and improved the 95th percentile latency of reporting requests from 550ms to 250ms by employing Google’s mid-tier service for a data-center-level cache. Established dashboards and alerts for monitoring.
- 2008/8–2014/3 Research Assistant, **Johns Hopkins University** Baltimore, MD
Optimized parsing speed with adaptive beam search. Created an automatic summary generation system for trending Wikipedia articles using topic detection and tracking methods.
- Summer 2011 Research Intern, **Microsoft Research** Redmond, WA
Investigated automatic induction of non-linear features for machine translation.
- 2005/9–2007/6 Software Engineer, **Electronic Arts Seoul Studio** Seoul, Korea
Designed and built server and client of RayCity, an online racing game that hit 30,000 concurrent users. Implemented AI of non-playable cars, peer-to-peer communication and network relay between users in different local networks. Analyzed and restructured servers to avoid deadlock.
- 2002/4–2005/9 Software Engineer, **Nexon Corp.** Seoul, Korea
Developed server and client of Crazy Arcade, an online game that hit 200,000 concurrent users. Engineered graphics, user interface, AI of non-playable mobs, and peer-to-peer communication. Led a team of game developers to prototype a new game.

Education

- 2011–2014 Ph.D. in Computer Science (A.B.D.), **Johns Hopkins University** (research area: NLP)
- 2008–2011 M.S.E. in Computer Science, **Johns Hopkins University** (research area: NLP)
- 1999–2007 B.S. in Computer Science and Engineering, **Seoul National University**

Awards

- 2007–2014 Samsung Graduate Fellowship
- 2000 **First Place**, ACM ICPC Asia Regional, Taipei, Taiwan
- 1998 **Gold Medal**, International Olympiad in Informatics (IOI), Setúbal, Portugal
- 1997 **Gold Prize**, Korea Olympiad in Informatics, Seoul, Korea

Selected Publications

- 2013 K. Toutanova, **B. Ahn** “Learning Non-linear Features for Machine Translation Using Gradient Boosting Machines,” *ACL 2013*, Sofia, Bulgaria.
- 2011 **B. Ahn**, C. Callison-Burch, B. Van Durme, “WikiTopics: What Is Popular on Wikipedia and Why,” in a *ACL 2011* workshop, Portland, Oregon.
- 2010 Y. Zhang, **B. Ahn**, S. Clark, C. Van Wyk, and J. R. Curran and L. Rimell, “Chart Pruning for Fast Lexicalised-Grammar Parsing,” *COLING-10*, Beijing, China.
- 2008 Korean translation of *Hackish C++ Games & Demos*, Michael Flenov, A-LIST Publishing.
- 2007 Korean translation of *Write Great Code, Volume 2*, Randall Hyde, No Starch Press.