YOON (JAY) KANG

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EDUCATION

New York University Tandon School of Engineering

New York, NY

B.S. in Computer Science, Minor in Game Engineering

Sep 2018 - Present

- Cumulative GPA: 3.92/4.00
- Relevant courses: Web Development, AI in Games, Machine Learning, Design Project, Software Engineering, Operating Systems, Databases, AI, Object Oriented Programming, Algorithms, Data Structures
- The Myron M. Rosenthal Computer Science Award: awarded to recognize outstanding academic achievement, service, leadership, and contributions within the NYU Tandon Community

EXPERIENCE

Xiris Remote

Intern

Jan 2021 – April 2021

- Utilized machine learning and computer vision to approach and develop the core software to detect road defects and identify other objects through image and video recognition technology via mounted cameras
- Collaborated with a team of software engineers to monitor and aid project development and data
- Utilized Tensorflow to implement detection of objects and defects on roads

NYU - Undergraduate Summer Research Program

Remote

Researcher

June 2020 – August 2020

- Contributed to an open-source project called Indra, which is an agent-based modelling system
- Developed a new epidemic model to effectively and accurately track the disease spread in a population
- Implemented changes to the project back end, utilizing Python to improve and develop the base model system
- Actively participated in agile software development environment, holding frequent meetings to discuss progress and any difficulties

Cook Medical (Medical Device Manufacturer)

Bloomington, IN

Summer Hire

June 2019 – August 2019

- Worked in the vascular division, tasked with market and product research and data mining and organization
- Aided the vascular team by performing industry research and data organization analyses comparing competitor products and efficacies, which were utilized to plan the company's launch approach in the Asian markets
- Prepared a comprehensive presentation on the Chinese medical devices market and presented to the vascular team, helping to guide the team's strategic decisions and views on new market penetrations and market shares

TechPro (IT Consultant Company)

Irvine. CA

Server Developer

June 2017 – August 2017

- Developed internal and external servers specialized to transfer files at high speed, efficiency and security by both assembling the hardware and the software components
- Deployed virtual machines for Linux and Windows to establish server firewalls, security and transfer methods

SKILLS & INTERESTS

Language: English (fluent), Korean (fluent)

Technical: Microsoft Office, Unity, Github, MySQL, PostgresSQL **Programming Language:** Python, C++, JavaScript, HTML, CSS **Interests:** Drawing, Fictional Writing, Storyboarding, Coding

Projects: https://jkjaykang.github.io/resumeWebsite.html (resume website with links to other websites I have made)

https://jkjaykang.itch.io/ (browser games made from Unity)