Jin Hong Moon

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EDUCATION

Johns Hopkins University
Bachelor of Science in Computer Science, Minor in Art, Cumulative GPA: 4.0

Expected May 2026
Baltimore, MD

EXPERIENCE

Software Engineering Intern
Claudius Legal Intelligence

June 2024 – Present
Remote

- Initiated AI legal assistance by implementing Transformer models such as BERT and BART using PyTorch, and locally fine-tuned with PEFT LoRA to generate trending topics and provide topic recommendations
- Developed 5+ RESTful API endpoints for paper rejection and automatic folder creation, integrated Stripe payment processing, and managed database schema changes using Django's migration system within its MVT architecture
- Designed 5+ frontend pages using Bootstrap, jQuery, and AJAX to create concise interfaces with various pagination methods and detailed filtering capabilities, seamlessly assembled with back-end APIs
- Established GCP environment in a CI/CD pipeline utilizing Cloud Pub/Sub and Cloud Functions, triggered by Cloud Scheduler, to process data from Cloud Storage and PostgreSQL on Cloud SQL
- Devised 10+ unit, integration, functional, and end-to-end tests to ensure high code quality and secure reliability

Data Science Researcher
Delineo Modeling Project

February 2024 – Present
Baltimore, MD

- Analyzed Safegraph cellular tracking CSV data with Numpy and Pandas to construct a disease simulation model for rural communities of 3000+ population under Dr. Dahbura
- Implemented DBSCAN and K-mean from Scikit-learn to cluster 1700 households and 2200 point-of-interests, optimizing population movement for over a month-long simulation
- Selected by the World Health Organization (WHO) to enhance the current project as a new global decision-support pandemic simulator alongside of Ruvos, NTT Data, and AWS

Teaching Assistant for Data Structures
Johns Hopkins University

January 2024 – Present
Baltimore, MD

- Facilitated the learning of EN.601.226 Data Structures under Professor Madooei, nurturing a deep understanding of applications of data structures and algorithms in Java, along with Object-Oriented Programming fundamentals
- Former assistant of EN.601.220 Intermediate Programming, instructing C, C++, and SSH on Fedora Linux
- Taught 300+ students, 15 hours per week, and held office hours with debugging sessions using GDB and JGrasp

Software Developer
HopHacks

December 2023 – Present
Baltimore, MD

- Led the website development for Hophacks, JHU's annual Hackathon of 500+ participants, ensuring seamless interaction with participants and sponsors including Bloomberg, Marshall Wace, APL and MLH
- Engineered the frontend with React, the backend with Flask, the database with MongoDB, and deployed on AWS

KATUSA Sergeant
Republic of Korea Army

October 2021 – April 2023
K-16, South Korea

- Served in a leadership role in Flight Operations at USFK 8th Army, 2ID, 2-2 AHB, HHC S-3
- Trained for 18 months in military protocols, contributing to the defense of the US Army base in South Korea

PROJECTS

Video Game Metacritic Score Predictor | *Python, Flask, PyTorch, CUDA*　　　　　July 2024 – Present

- Trained and optimized a supervised learning model using Scikit-learn and CatBoostRegressor, parallel processed by CUDA, to predict Metacritic scores based on 5 main features of video games
- Constructed a Transformer-based Sequence-to-Sequence model from scratch to generate promising video games

TECHNICAL SKILLS

Languages: Python, C, C++, C#, Java, R, JavaScript, TypeScript, CSS, HTML, SQL
Frameworks: React.js, Node.js, Next.js, Django, Flask, Spring, JMonkey, Unity
Developer Tools: Git, AWS, Google Cloud Platform, Kubernetes, Docker
Libraries: Pytorch, Tensorflow, Scikit-learn, Numpy, Pandas, Matplotlib, Three.js