Joseph Kim

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EDUCATION

University of California, Irvine | Bachelor of Science in Computer Science   2020 - 2024
- GPA: 3.835/4.0
- Relevant Coursework: User Interaction Software, System Design, Design and Analysis of Algorithms, Programming in Python / C / C++ / Assembly, Information Retrieval, Operating Systems, Data Management, Machine Learning and Data-Mining, Medical Imaging, Probabilistic and Deterministic Graphical Models, Linear Algebra, Discrete Mathematics

EXPERIENCE

AR Effect Engineer Intern   July 2023 - Oct 2023
Paper Triangles | Los Angeles, CA   Aug 2022 - December 2022
- Innovated client-focused solutions through collaborative brainstorming sessions, resulting in the generation of compelling ideas presented during client pitches.
- Demonstrated proficiency in developing engaging filters utilizing Snapchat Lens Studio and TikTok Effect House, contributing to enhanced user experiences and brand engagement.
- Integrated a variety of APIs into filters to enrich user experiences with real-time information, elevating engagement and interaction levels.

Freelance Developer   Jan 2020 - Jan 2022
Self-Employed | Valencia, CA
- Demonstrated expertise in leveraging a diverse array of APIs, including Amazon, Discord, Twitter, and Reddit, coupled with external libraries such as Beautiful Soup, Requests, Selenium, Tweepy, and InstaLoader, to architect resilient solutions.
- Proficiently implemented databases, employing TinyDB and MongoDB, to ensure efficient data storage and retrieval.
- Managed server and hosting responsibilities on the Google Cloud Platform, guaranteeing uninterrupted service delivery and client satisfaction.

PROJECTS

Amazon Monitor
- Engineered a high-impact bot leveraging Amazon's Product Advertising API, deployed on Google Cloud Linux Virtual Machines, to address pandemic-induced supply constraints.
- Enabled prompt customer acquisitions by monitoring scarce items, culminating in generating over $2 million in revenue for Amazon.

ValorWin AI
- Engineered an AI model employing random forest classification to forecast the probability of winning both individual rounds and entire matches in Valorant, leveraging data scraped from vlr.gg.
- Utilized a comprehensive dataset encompassing more than 10,000 best-of-three (bo3) and best-of-five (bo5) matches across the T1, T2, and collegiate circuits, encompassing nearly 500,000 rounds of data spanning all maps in Valorant.

Self Parking AI
- Engineered a self-parking AI system utilizing the Proximal Policy Optimization (PPO) reinforcement learning algorithm.
- Demonstrated expertise in optimizing the system for enhanced efficiency and performance, showcasing meticulous attention to detail and a commitment to ongoing refinement.

Spotify Browser
- Leverages the Spotify API to seamlessly retrieve data, dynamically enriching website content.
- Implements intuitive hand gesture inputs to enable effortless user interaction with basic features, ensuring a user-friendly and interactive web experience.

Languages and Frameworks

Python | C++ | C | JavaScript | TypeScript | Angular | Ionic | MongoDB | MIPS Assembly