

JOSEPH KIM

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Work Experience

Google Irvine, California

Software Engineer 06/2021 - 01/2023

- Owned and led massive code migrations in Google Ads High-Touch Support codebase to move off legacy APIs and Cases attributes, working and communicating with multiple teams across Google.
- Developed a language selection dropdown feature for Google Ads High-Touch Support, from scratch, and deployed it in production, working on the entire full stack.
- Worked on machine learning model migrations, writing database queries to materialize tables used for model training.
- Received monthly one-on-one mentorship sessions from a Staff Software Engineer on the Cases Machine Learning team, receiving feedback on personal machine learning projects and discussing machine learning and AI topics.

Codecademy Remote

Content Contributor 06/2018 - 04/2021

- Authored lessons, quizzes, projects, and articles for the Codecademy SQL and Python courses.
- Produced review cards and questions for the Codecademy Go app, downloaded by 100,000+ learners.

Coach 12/2016 - 11/2019

- Taught coding concepts, debugged code, and gave software development career advice to the 10,000+ paying learners on Codecademy, in live one-on-one online chat sessions.
- Moderated and led over 600 students in the Codecademy Intensive Web Development course, keeping learners engaged and providing support and sharing resources in daily posts on the course Slack channels.

Projects

Neural Style Transfer (<https://github.com/josephkim/neural-style-transfer>)

- Utilized the VGG-19 model, pre-trained on ImageNet, to generate images that combine two images - a content image and a style reference image - to produce an output image that preserves the “content” of the content image while matching the “style” of the style reference image.

DCGAN Anime Face Generator (<https://github.com/josephkim/DCGAN-anime-faces>)

- Applied a Deep Convolutional GAN model architecture to generate MNIST digits and anime faces.

NLP Review Sentiment Analysis (<https://huggingface.co/JosephTK/NLP-reviews>)

- Fine-tuned a pre-trained BERT model using HuggingFace transformers on a multi-label classification problem, learning both the sentiment and grouping of a given sentence.

Super PolySpawn Wars (<https://github.com/josephkim/super-polyspawn-wars>)

- Developed a 2D space-shooter game in Unity and C#, in collaboration with a designer. Implemented scripts for enemies and bosses with unique attack patterns, and added power-ups: speed boost, spread shot, shield, 1-up.

Technical Skills

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- Java, Python, SQL, HTML, CSS, JavaScript, NumPy, Scikit-Learn, Matplotlib, Pandas, TensorFlow, Keras

Education

Pennsylvania State University State College, Pennsylvania

Bachelor of Science 08/2011 - 12/2015

- **Major:** Mathematics **Minor:** Physics

Certificates

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- **Stanford Machine Learning Specialization** ([Certificate](#)) 07/2022