

# JOSEPH KIM

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## Work Experience

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<b>Google</b>	<b>Irvine, California</b>
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<b>Software Engineer</b>	<b>06/2021 - 03/2023</b>
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- 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 migrating machine learning models used to evaluate Case context for agent assignment, 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.

<b>Codecademy</b>	<b>Remote</b>
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<b>Content Contributor</b>	<b>06/2018 - 04/2021</b>
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- Authored lessons, quizzes, and projects for the SQL and Python courses, writing, debugging and testing code exercises.
- Produced review cards and questions for the Codecademy Go app, downloaded by 100,000+ learners.

<b>Coach</b>	<b>12/2016 - 11/2019</b>
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- 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

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

- Utilized the VGG-19 model, pre-trained on ImageNet, to create output images that blend the content of one image with the style of another, preserving content while mimicking style.

**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.

**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.

## Technical Skills

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

## Education

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<b>Pennsylvania State University</b>	<b>State College, Pennsylvania</b>
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<b>Bachelor of Science</b>	<b>08/2011 - 12/2015</b>
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- **Major:** Mathematics **Minor:** Physics

## Certificates and Awards

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| • Stanford Machine Learning Specialization ( <a href="#">Certificate</a> ) | <b>2022</b> |
| • 2 peer bonuses at Google   | <b>2022</b> |