

# Joseph Kim

Software Engineer

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## EXPERIENCE

### DeepLearning.AI - Mentor, Tester

April 2024 - Present

- Providing academic support for students enrolled in DeepLearning.AI courses, primarily in the Mathematics for Machine Learning and Data Science Specialization.
- Reviewing, providing feedback on, and making improvements and fixes to new course content.

### Google - Software Engineer

June 2021 - March 2023

- Led a cross-team project for large code migration efforts within Google Ads, improving codebase health, and reducing build deployment times by over 10%.
- Managed the migration of machine learning models for automated agent assignment of Cases by coordinating cross-team efforts, utilizing internal tools, and generating training data.
- Developed a language selection feature for Google Ads, handling the entire full-stack development from backend Java APIs to frontend UI in Dart, deployed for live use by support agents.
- Received 2 peer bonuses for significant contributions to codebase optimization and was awarded a badge for being a top 1000 code change submitter among all Google employees in 2022.

### Codecademy - Content Contributor

June 2018 - April 2021

- Authored comprehensive lessons, quizzes, projects, and articles for SQL and Python courses.
- Produced review cards and questions for the Codecademy Go app, downloaded by 1M+ learners.

## PROJECTS

### Denoising Diffusion Probabilistic Models (DDPM) in PyTorch | *Python, PyTorch*

- Implemented a diffusion probabilistic model in PyTorch for image generation, inspired by the paper <https://arxiv.org/abs/2006.11239>.
- Link to project: <https://github.com/josephtkim/DDPM-diffusion>

### Super PolySpawn Wars | *C#, Unity*

- Developed a 2D space-shooter game using Unity and C#, featuring unique boss attack patterns and power-ups such as speed boosts, spread-shots, shields, and 1-ups.
- Link to project: <https://github.com/josephtkim/super-polyspawn-wars>

### Sudoku Solver | *React, JavaScript, HTML, CSS*

- Created a React application that solves Sudoku puzzles using Brute Force and Dancing Links algorithms.
- Link to project: <https://github.com/josephtkim/sudoku-solver>

## TECHNICAL SKILLS

Python, Java, SQL, TensorFlow, Keras, PyTorch

## EDUCATION

### Pennsylvania State University

2011 - 2015

Bachelor of Science in Mathematics, Minor in Physics

## CERTIFICATES

Deep Learning Specialization (DeepLearning.AI)

2024

Mathematics for Machine Learning and Data Science Specialization (DeepLearning.AI)

2024

Machine Learning Specialization (Stanford University, DeepLearning.AI)

2022