

# JOSEPH KIM

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## Work Experience

### DataAnnotation

Remote

### AI Trainer (Contract)

02/2024 - Present

- Critiquing and correcting responses generated by AI models, primarily LLMs, covering a variety of topics including reasoning/logic puzzles and AI-generated code.
- Researching and fact-checking the AI model responses, and comparing performances of different AI models.

### Google

Irvine, California

### Software Engineer

06/2021 - 03/2023

- Owned and led massive code migrations in the Google Ads codebase, moving off legacy APIs and removing thousands of lines of deprecated code, greatly improving codebase health and helping reduce build deployment times by over 10%.
- Developed a language selection dropdown feature from scratch for Google Ads High-Touch Support and deployed it in production, working on the entire full stack from the backend APIs in Java to the frontend UI using Dart.
- Managed and worked on machine learning model migrations, used to evaluate Case context for automated agent assignment, conducting meetings to coordinate with teams and writing database queries to materialize training data.

### Codecademy

Remote

### Content Contributor

06/2018 - 04/2021

- Authored lessons, quizzes, and projects for the SQL and Python courses, writing the course material and creating and debugging coding exercises.
- Produced review cards and questions for the Codecademy Go app, downloaded by 100,000+ learners.

### Coach

12/2016 - 11/2019

- Taught coding concepts, assisted in debugging code, and provided 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

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

- Created a 2D space-shooter game in Unity and C#, writing scripts for unique enemy and boss attack patterns, and creating power-ups for the player including speed boosts, spread shots, shields, and 1-up's.

### 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.

## Technical Skills

- Java, Python, SQL, HTML, CSS, JavaScript, NumPy

## Education

### Pennsylvania State University

State College, Pennsylvania

### Bachelor of Science

08/2011 - 12/2015

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

## Certificates and Awards

- Stanford Machine Learning Specialization ([Certificate](#))
- 2 peer bonuses at Google

2022

2022