

JOSEPH KIM

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Work Experience

Google	Irvine, California
Software Engineer	06/2021 - 03/2023
<ul style="list-style-type: none">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 from writing backend APIs in Java to creating the frontend UI using Dart.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.	
Codecademy	Remote
Content Contributor	06/2018 - 04/2021
<ul style="list-style-type: none">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.	
Coach	12/2016 - 11/2019
<ul style="list-style-type: none">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)
<ul style="list-style-type: none">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)
<ul style="list-style-type: none">Developed 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.
DCGAN Anime Face Generator (https://github.com/josephkim/DCGAN-anime-faces)
<ul style="list-style-type: none">Applied a Deep Convolutional GAN model architecture to generate anime faces.
NLP Review Sentiment Analysis (https://huggingface.co/JosephTK/NLP-reviews)
<ul style="list-style-type: none">Fine-tuned a pre-trained BERT model using Hugging Face transformers on a multi-label classification problem, learning both the sentiment and grouping of a given sentence.

Technical Skills

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

Education

Pennsylvania State University	State College, Pennsylvania
Bachelor of Science	08/2011 - 12/2015
<ul style="list-style-type: none">Major: Mathematics Minor: Physics	

Certificates and Awards

<ul style="list-style-type: none">Stanford Machine Learning Specialization (Certificate)	2022
<ul style="list-style-type: none">2 peer bonuses at Google	2022