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Permanent Address
31 Candle Pine Place
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Education

Northwestern University, Evanston, Illinois   **Sept 2013 – June 2017**
- Bachelor of Science in Computer Science (3.6/4.0 Computer Science GPA)
- Relevant Coursework:
  - Algorithms, Data Structures, and Databases
  - Machine Learning, Agent-Based Modeling, and Human Computer Interactions

Technical Skills

- Working knowledge of Java, Python, JavaScript, C++, and HTML/CSS
- Testing experience in JUnit and Cucumber
- Version control experience with GitHub
- Linux experience with Ubuntu and Red Hat distributions
- Agent-based modeling experience with NetLogo

Work Experience

PhysIQ, Chicago, Illinois   **June 2015 – present**
Software Development Intern
- Work in fast-paced, startup environment for physiological data collection, transmission, and analysis
- Facilitate unit testing transition to Cucumber
- Creation and maintenance of documentation and user guide for Java SDK for REST interactions
- Build scripts for physiological data analysis and management
- Manage software and technology of remote studies and patients

Computational Thinking in STEM, Evanston, Illinois   **June 2014 – June 2015**
Research and Coding Assistant
- Programmed agent-based models in NetLogo to simulate spread of vector-borne diseases such as malaria
- Developed lesson plans to challenge high school students to cultivate computational thinking skills
- Analyzed assessment results and student demographic data

Projects

BuzzKill, Urbana-Champaign, Illinois   **Feb 2015**
HackIllinois Hackathon – www.devpost.com/software/buzzkill-yaj2q
- Developed a Pebble smartwatch application to help users manage time with active, real-time feedback
- Implemented with C, Javascript, Firebase, and a Chrome extension
- Communicated effectively with teammates to resolve differences and advance development

Leap Motion Beer Pong, Madison, Wisconsin   **Apr 2015**
MadHacks Hackathon – www.devpost.com/software/leap-motion-beer-pong
- Designed one-player beer pong simulator using Leap Motion controller and Unity Game Engine
- Developed using C# and Leap Motion API

Top 100 Song Predictor, Evanston, Illinois   **Mar 2015 – June 2015**
Machine Learning Course – www.k-jin.github.io/Top100Predictor
- Utilized Python to interact with Spotify and EchoNest APIs to pull song information and meta data
- Classified song data with different classifiers through Weka
- Analyzed and reported classifier results to determine best classifier

Simon Says, Evanston, Illinois   **Nov 2014**
WildHacks Hackathon – www.devpost.com/software/simon-says
- Learned and built a working prototype of a decision-making Android application
- Used version control through GitHub

Leadership

Key Club, Kenmore, Washington   **Mar 2010 – June 2013**
President
- Coordinated community service events, connecting members with opportunities to volunteer
- Organized and led interactive weekly club meetings

Other

- Delta Tau Delta Fraternity
- Avid Seattle and Northwestern sports fan
- Enjoy the outdoors and being active