Taehyung Kim

Contact

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Education + Courses

University of California, Berkeley
B.S. in Electrical Engineering & Computer Science (EECS) Expected May 2018

Relevant Coursework:

- Structure of Computer Programs
- Data Structures
- Computer Architecture + Machine Structures
- Internet Architecture + Protocols
- Discrete Mathematics + Probability Theory
- Efficient Algorithms + Intractable Problems

Programming Languages:

- Proficient: Java, Python, Swift, HTML, CSS, Git
- Familiar: Ruby on Rails, C/C++, MySQL, JavaScript

Work Experience

iOS Development Intern @ Waller Lab May 2016 – Aug 2016

- Implemented openCV framework and conducted performance comparisons for CellScope mobile microscopy applications at Waller Lab, UC Berkeley. Application produces higher resolution images from raw pixel data acquired in mobile device by the CellScope microscope via Bluetooth.

CS 61B Lab Assistant @ UC Berkeley Aug 2015 – May 2016

- Responsible for assisting students in grasping key concepts of data structures, sorting algorithms, runtimes, and basic software engineering concepts, as well as answering project or lab-related questions.

Software Development Intern @ Hyundai Capital America May – June 2015

- Assisted the transition from manual check sampling to an electronic auditing system. Expedited the audit procedure through more efficient check sampling, lease and retail void processing, and flat cancel and re-book tracking.

Academic + Personal Projects

App Track November 2016

- Created a web application using Ruby on Rails that allows users to effectively track and organize all of their applications in one place. Whether it be college or job apps, App Track provides a user database, search and filter features implemented through JavaScript and jQuery, and a table that holds every application sorted by date/status.

Distance-Vector Routing October 2016

- (Python) Utilizes learning switches and distance-vector routers to transport packets to destinations efficiently while accounting for dynamic network topology updates. Implements features similar to Routing Information Protocol.

Chat September 2016

- (Python) Created a chat server via the Python socket library that allows users to converse in different channels. Clients can create/join different channels, and messages are relayed to all other members of a particular channel.

AudioPractice (in progress) September 2016 - Present

- (Swift, Objective-C) Developing an iOS application designed to help dancers practice more efficiently through tempo and pitch control, markers to loop particular sections of music, and basic mixing of soundtracks.

HARBOR on Apache Hadoop April 2016

- (Java) Given an abundance of page requests, matched request/reply pairs to construct Query Focused Dataset objects that were ultimately serialized into Hadoop File System.

Depth Map Performance Optimization April 2016

- (C) Developed a depth map that works with 8-bit grayscale bitmap images, and used techniques such as SIMD, OpenMP, and loop unrolling to optimize performance.