

Education

Grinnell College	Expected May 2023
<ul style="list-style-type: none">Bachelor of Arts in Computer Science (Statistics Concentration)Cumulative GPA: 3.86 / 4.0, Major GPA: 4.0 / 4.0Coursework: Analysis of Algorithms, Software Design and Development, Intro to Reinforcement Learning, Object-Oriented Programming, Data Science, Statistical Modeling, Graph Theory	
The University of Iowa (Dual-Enrollment)	Expected May 2024
<ul style="list-style-type: none">Master of Computer Science	

Specialized Skills

Languages: Java, R, C, HTML, CSS, JavaScript, Python, Racket

Research: Affective Computing, Reinforcement Learning, Data Visualization, Webots

Professional Experience

Research Assistant	ELBICA Lab	May 2022 ~
<ul style="list-style-type: none">Investigated cognitively inspired computational architecture by designing and implementing testbeds to assess different reinforcement learning algorithms in Webots.Assisted advisor in development of their research argument by presenting analysis of research papers on affective computing and attending the ISRE 2022 conference.		
Teaching Assistant	Grinnell College	August 2021 ~
<ul style="list-style-type: none">Mentored students by guiding labs, creating practice quizzes, and holding weekly mentor sessions. (Fall 2021 – Imperative Programming in C, Spring 2022 – Software Design and Development, Fall 2022 – Operating Systems and Parallel Algorithms)Got offers every semester by acquiring positive feedback from both students and faculties.		
Intern	Genicle	May 2020 - July 2020
<ul style="list-style-type: none">Built web pages to advertise the proto-type product of a bio-engineering start-up company.Accelerated workflow by attending meetings as a translator and translating documents.		
Sergeant	Republic of Korea Army	June 2018 - January 2020
<ul style="list-style-type: none">Earned an award from Corps Commander for accurately arranging reserve force training sessions in the administration system and attaining the best examination score in Gapyeong County.Facilitated the reserve force training by giving a demonstration of individual combat skills.		

Programming Projects

Reinforcement Learning Testbed, Java	April 2022
<ul style="list-style-type: none">A testbed for a reinforcement learning technique (hysteretic q-learning) to test different parameters and environments for two agents in a matrix game.	
Anti-Drowsiness HUD, Java	January 2022
<ul style="list-style-type: none">An Android Head-up Display App that can be placed under the front window of a car to prevent drowsiness with the watching-eye effect using the accelerometer.	
Graduate School Program Finder, R	December 2021
<ul style="list-style-type: none">An interactive map app to browse through graduate school programs filtering by location, area of study, tuition, and other criteria.	
Robot Obstacle Control, C	March 2020
<ul style="list-style-type: none">A program that governs Scribbler 2 robot behavior to avoid obstacles and dance.	
Word Frequency, Racket	December 2017
<ul style="list-style-type: none">A program that visualizes changes in the frequency of words over various parameters such as time, gender, or political party.	