

SECURITY · MACHINE LEARNING · DESIGN
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Education

Maine School of Science and Math

Limestone, ME

2012 AMERICAN-REGIONAL-MATH-LEAGUE NATIONAL QUALIFIER

Carnegie Mellon University

Pittsburgh, PA

B.S. ELECTRICAL & COMPUTER ENGINEERING

Real-Time Operating Systems, Pattern Recognition Theory, Parallel Computer Architecture

Experience _

Stanford University: Freeman-Spogli Institute

Palo Alto, CA

RESEARCH SOFTWARE ENGINEER, SUPERVISOR: DR. JERRY KAPLAN

2018.09 - 2019.01

- Using AI to Facilitate Citizen Participation in Democratic Policy Deliberations.
- Convolution of topic modeling, Sentiment/disposition Analysis, and Metadata clustering in order to map comments related by subject, language, and context, given data from Federal Communications Committee using Python.
- Built an Unsupervised Learning library with Random-walk model to cluster language-agnostic text data to help understand automated natural languages better.

JP Morgan Chase Co.

New York, NY

SOFTWARE ENGINEER INTERN: INFRASTRUCTURE/BACKEND

2015.06 - 2015.08

- Real-Time Internal Storage data analysis & capacity forecasting algorithm design to avoid overloading the capacity among datacenters. Catching faulty data wins the game in machine-generated-log(MGL).
- Project focused on the visualization, localization and recognition of data leaks at each data center.

Rainbow Robotics

Daejeon, S.Korea

SOFTWARE ENGINEER, SUPERVISED BY KAIST HUBO LAB; DR. JUN-HO OH

2017.06 - 2017.08

- Full-Stack Python Plug-In connecting OpenCV2 to HUBO Vision system, fully modularized by memory-mapped file in the OS.
- Footstep Detection Algorithm: Improving HUBO's communication to its point-cloud system with forward feedback. Simulation environment was in ROS; ultimate goal was object detection by extracting and segmenting the seen planes.

Stanford University Human-Computer Interaction Lab

Palo Alto, CA

RESEARCH INTERN, SUPERVISOR: DR. JAMES LANDAY

2016.06 - 2016.08

- Developed a driver's seat API with a matrix of electric actuators embedded for interaction research, funded by Faurecia. We
 made a complete API and hardware, which was submitted to CHI.
- The project was a Joint research with **Stanford VAIL**(Volkswagen Automotive Innovation Lab) on **the driving intervention for analysis on captured motions** in a seated environment given a real-time feedback system.

Projects and Coursework .

- 2018 [Senior Thesis] Pattern Recognition Theory, Artistic Style Extraction using Dense CNN layers.
- 2018 Natural Language Processing, Designed automated Q&A machine given a Wiki Article.
- 2018 **Security and Cryptography**, Control Flow Hijack, TLS/SSL Encryption Attack, BGP and DDoS
- 2017 **Discrete Differential Geometry**, Heat Method for Distance Computation w/ exterior calculus.
- 2017 **Distributed Systems**, Concurrent distributed server/client file search system with scalable proxy.
- 2016 Artificial Intelligence, Implemented vision recognition model for artistic style of paints.
- 2016 **Real-Time Embedded Systems**, Design and implementation of smart scheduling on RTOS.

Skills

C, Python, Java, JavaScript, C++, ASM, System Verilog, CSS, ROS