

WONWHOO NAH

E-mail: auspiciouswho47@gmail.com, GitHub: <https://github.com/nexlice>, Date of Birth: February 6, 1998

EDUCATION

Chung-Ang University - B.S. in Computer Science and Engineering

Expected February 2023

- GPA: 3.91/ 4.5
- **Honors:** Scholarship of Excellence (2022-Spring), Excellence award in AI Deep Learning using Python (2022), Participation Prize in SW·AI Research Activity Presentation Contest (2023)

TECHNICAL SKILLS

Programming Languages: C, C++, Java, Python, SQL, Swift, Kotlin, Shell Scripting, Latex, Node.js

Software: MySQL, Google Cloud Platform, Oracle DB, Visual Studio, Visual Studio Code, Xcode, Eclipse

WORK EXPERIENCE

Front-end Developer

April 2021-July 2021

Jeju-2ri | Huple Inc.

Jeju, Korea

- Published and implemented user interface of the Jeju-2ri IOS application
- Designed inner data handling algorithm to convert raw database information into applicable data
- Participated in weekly meetings with senior developers and involved in the application's storyline
- Passed the Apple's app review and successfully deployed the application to the AppStore

PROJECTS

Project Leader

April 2021-June 2021

Crypto Music

Chung-Ang University, Korea

- Led a group of 7 to design NFT based music copyright website where users can get their copyright for free
- Set problem statement for the main service and assigned team members to sub problems
- Investigated domain model, use case, and designed object sequence diagram from the user's point of view
- Created class diagram documentation that developers can directly implement the service with given diagram

Co-Leader

September 2021-February 2022

YourBench

Chung-Ang University, Korea

- Created a benchmarking PyTorch library which takes the user's model as input and evaluate how robust it is to adversarial attack with advisory report.
- Researched adversarial attacks including CW, JSMA, PGD, DeepFool to create advisory comment generator

Project Leader / Back-end Developer

April 2022-November 2022

Dopt

Chung-Ang University, Korea

- Led a group of 3 to design an android application with Kotlin powered by public data where user can adopt abandoned animals with similar UI/UX to Tinder (swiping card to match with the animals)
- Constructed database for the application using AWS via Node.js and implemented data handling algorithms

ACTIVITIES

Developer

March 2018 - June 2019

CIEN

Seoul, Korea

- Participated in Unity game engine study and developed video games collaborating with 4 people

VOLUNTEER

Code52 Education Service

March 2019 - April 2019

Seoul, Korea

- Served as teaching assistant for the group of over 20 elementary and middle school students
- Developed skills coping with children and making them focused in the class