Joseph Kim (Young Chan)

Software Engineer

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EDUCATION

Carnegie Mellon University
Dec 2019 | Pittsburgh, PA
- **MS** Electrical & Computer Eng.

May 2019 | Pittsburgh, PA
- **BS** Electrical & Computer Eng.
- **BS** Computer Science
- **GPA** 3.64

COURSEWORK

15-410 Operating Systems Design
15-210 Parallel & Seq. Algorithms
18-487 Computer Security
10-601 Machine Learning
15-455 Complexity Theory
16-385 Computer Vision

SKILLS

Python
C
x86 Assembly
SML
Java
Matlab
Verilog
Javascript
HTML
CSS/LESS
React
Reflux
Git
Unix

LEADERSHIP

Carnegie Mellon University
Orientation Counselor
Aug 2017 | Pittsburgh, PA
- Mentored a floor of over thirty first-year students for a week

Asian Students Association
Public Relations Chair
Jan- Dec 2016 | Pittsburgh, PA
- Recruited new members by advertising online, reaching out to individuals and hosting events
- Ran weekly events with the Public Relations Committee

EXPERIENCE

Redfin Software Developer Intern
May 2018 - Aug 2018 | Seattle, WA
- Coordinated and developed a feature to recommend new homes
- Implemented a new email design for better UX and response rates
- Worked with designers & project managers to ensure product quality

BNY Mellon Summer Technology Analyst
June 2017 - Aug 2017 | Pittsburgh, PA
- Developed full-stack on a webapp managing a client information database
- Integrated a REST API to convert requests in JSON to MySQL

Carnegie Mellon University Teaching Assistant
Aug 2016 - Dec 2017 | Pittsburgh, PA
- Instructed students in recitations, office hours and review sessions
- Mentored 10 students on a 3-week term project

Carnegie Mellon University Research Assistant
May 2016 - Aug 2016 | Pittsburgh, PA
- Researched ways to color segment images based on context by using neural nets
- Created a program using openCV to index YUV images and create training sets for the neural network.

PROJECTS

Unix-like Operating System
March 2018 - April 2018 | Pittsburgh, PA
- Designed and implemented an x86 operating system, supporting virtual memory address spaces, preemptive multithreading and a set of system calls
- Implemented two different user-level thread libraries that could run on the operating system

AI for Deterministic Games
Dec 2016 | Pittsburgh, PA
- Mini-max, alpha-beta and jamboree implementations for a zero-sum game AI.

Dynamic Memory Allocator
Nov 2016 | Pittsburgh, PA
- Allocates 16 byte aligned memory blocks for a 64 bit virtual address space

Rhythm Game Project
Nov 2015 - Dec 2015 | Pittsburgh, PA
- A rhythm game written in Python using Librosa/Pygame that lets users upload their own songs to be analyzed and played.