

Ryan Jung

Vancouver, British Columbia, Canada | ryankwjung@gmail.com | (604) 726-1758 | [/raeditio](https://github.com/raeditio) | [in/ryanjung0](https://www.linkedin.com/in/ryanjung0)

Experience

Electrical Calibration and Software Engineer

Pylon Electronics | October 2023 - September 2024

- Developed a machine vision software with GUI for inputting and outputting digital screen readouts
- Reduced overhead by 95% by creating VBA automated calibration procedures
- Increased torque calibration efficiency by automating over Bluetooth using Serial Port Protocol
- Designed and tested a cost-effective, automated tensiometer calibrator for precision testing through SolidWorks

Instructor

LABS | June 2020 - September 2021

- Tutored secondary and Bachelor level students for IB, SAT, TOEFL, and Engineering courses
- Achieved 95% student pass rate by developing a comprehensive IB lesson curriculum
- Collaborated with parents to provide updates and strategies for continued learning

Researcher

Sungkyunkwan University | October 2018 - January 2019

- Cultivated microorganisms within the microbiology lab
- Discussed project progress and shared insights with the research team by participating in weekly meetings
- Collaborated with senior researchers for data analysis and result interpretation

Projects

Computer Vision Data Extractor

Pylon Electronics | August 2024 - September 2024

- Achieved 40% reduction in manual data entry by designing a computer vision data extractor over OpenCV
- Improved data extraction precision by 25 % using machine learning algorithms with Tensorflow
- Enabled extensibility with LLM API for reliable data comprehension

Matter-Enabled Smart Desk

April 2024 - August 2024

- Developed IoT control hardware on ESP32 for a motorized standing desk
- Improved user accessibility by 40% by integrating Matter protocol for cross-platform interoperability
- Integrated with Apple HomeKit for Siri control

Unreal Engine 4 Steam Community Mods

[Mod Link](#) | *August 2023 - Present*

- Generated over 25,000 downloads with positive user ratings for a suite of Unreal Engine 4 mods published Steam
- Regularly published improvements and feature updates based on user feedback
- Enhanced compatibility for broader environments and integration with other mods

Education

Bachelor of Applied Science in Electrical Engineering

University of British Columbia, Vancouver | Expected Graduation - 2025

Affiliations

- UBC Engineering Co-Op Program
- Engineers and Geoscientists British Columbia

Seeking Summer 2025

September 2021 - Present

Skills & Interests

Skills: C, C++, Python, TensorFlow, PyTorch, OpenCV, Next.js, React.js, Node.js, Redux, SQL, HTML/JS/CSS, TypeScript, UI/UX

Languages: English, Korean

Interests: AI Development, Software Innovation, IoT Integration, Swimming, Debate