

# Seung Hyun Yang

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Berkeley, CA - Open to relocation

## EXECUTIVE SUMMARY

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- Software engineer passionate about front-end and back-end development, algorithms, and leveraging big data and artificial intelligence to create models with broad business applications.
- With background in Film and Media studies, experienced in leading large group to cooperate a project assigning jobs to co-workers based on their ability to maximize efficiency and quality. Challenge the team for creative problem-solving compensating for low-budget filmmaking.
- Experience in diverse fields in software engineering, leading and collaborating multiple projects to develop video game, websites, applications, and training machine learning models.

## SKILLS

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- **Programming Languages:** Python, Java, C, JavaScript, C#, Scheme, Go
- **Web Technologies:** React, Node.js, CSS, Express.js, Three.js, HTML
- **Database Systems:** SQL, PostgreSQL, Firebase, MongoDB
- **Machine Learning & Statistical Tools:** TensorFlow, PyTorch, CNN, Numpy, Scikit-learn, Matplotlib, Pandas
- **DevOps & Version Control:** Git, GitHub

## EXPERIENCE

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- **Refyze** 12 2019 - Remote  
*Founder, Software Developer*
  - Created an interactive audio book application using Java integrated with Firebase, enabling clients to reduce costs on repairing and replacing multiplayer equipment.
  - Designed a customized search engine to enhance user experience and accessibility.
  - Developed a website providing collection of problem sets from Korean SAT to aid students and evaluate performance.
  - Technology used: Java, Android Studio, Firebase, JavaScript, React, CSS
- **Pison Contents** 08 2018 - 05 2019  
*Intern* Berkeley, CA
  - Enhanced a music recommendation platform by analyzing and organizing music in the database
  - Promoted emerging artists to increase their visibility among users and supporting sustainable music creation.
- **Dr. Jung E Class** 12 2015 - 08 2022  
*Teaching Assistant* Anyang-si, South Korea
  - Led marketing campaigns to promote the institute and its Honors program.
  - Created new workbooks and games, maintaining the institute's status as a top English education provider.
  - Taught advanced-level students, enhancing their listening, note-taking, and public speaking skills through TED speech.


## EDUCATION

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- **University of California, Berkeley** 08 2018 - 05 2024  
*B.A. in Computer Science and B.A. in Film and Media Studies* Berkeley, CA

## PROJECTS

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- **IM2Spain: ML model to estimate geographic locations from a given query photograph** 04 2024 - 05 2024  
*Tools: PyTorch, Python, Numpy, Scikit-learn, Matplotlib, k-NN* 
  - Created an artificial intelligence model to estimate the geolocation of images from Spain by leveraging extracted visual information.
  - Implemented the weighted k-Nearest Neighbors (k-NN) algorithm to handle complexity through non-parametric model and trained a model that analyzes the longitude and latitude of given images, deducing the top  $k$  possible locations for each input with achieving lowest mean displacement error to 131.9 miles.
- **Treasure Hunter: User interactive platform game** 06 2020 - 06 2021  
*Tools: C#, Unity, Adobe Illustrator, Adobe Photoshop, Firebase*
  - Developed an user interactive platform game with multiple stages and characters using C# with Unity game engine.
  - Implemented a JSON-based database using Firebase to save, load, update user data during gameplay.
  - Created game assets using Photoshop and Illustrator and implemented in the game using renderer to animate within game and developed a storyline for the game to increase immersion.