Joon-Ho Son
MEng Computing at Imperial College London

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EDUCATION

Imperial College London September 2017 - Present
- MEng (Hons) Computing
- First year: 1st class

Hills Road Sixth Form College September 2015 - June 2017
- A-Levels: Maths (A*) Chemistry (A*) Further Maths (A) Physics (A) EPQ (A*)

EXPERIENCE

Imperial College Data Science Society Industrial Project Team October 2018 - Present
- Member of a student team that collaborates with high-profile corporations to tackle big-data projects throughout the academic year.

Wiser Tech Academy September 2018 - Present
- Work to connect clients looking to hire technology graduates directly with students on campus.

Author on planckti.me December 2017 - Present
- Active volunteer contributor of articles that aim to provide readers with a clear understanding of concepts in Computer Science via concrete examples and a hands-on approach.

NOTABLE PROJECTS

Pintos
- Group project to extend an operating system framework to support advanced features.
- Acted as group leader to delegate tasks and manage sub-teams.
- Responsible for implementing effective priority scheduling, user programs and virtual memory.
- Built with C and x86 assembly language.

Poisonous Mushroom Classification
- Performed an in-depth exploratory data analysis on a dataset of the physical characteristics of over 8000 poisonous and edible mushrooms.
- Trained a classifier to predict the edibility of a mushroom based on a selected subset of these features.
- Approach emphasised effective choice of metrics and hyperparameters in order to tackle class imbalance.
- Built with Python (Numpy, Scikit-learn, Pandas).

Flask Wii
- Created and deployed an experimental web application that allows the user to turn their smartphone into a 3D controller.
- Utilised WebSockets to enable realtime user interaction.
- Built with Python (Flask) and JavaScript.

ARM Assembler and Emulator (87%)
- Worked in a small team to develop and document an ARM emulator and assembler from scratch.
- Developed and tested a networked, motion controlled *Pong* game as an extension using OpenCV and SDL2.
- Built with C, C++, and ARM11 assembly language.

ACHIEVEMENTS

Palantir Data Ethics Case Competition 1st Place
- Coordinated a diverse, multi-disciplinary team in order to submit an *Executive Summary* proposal detailing the technical and ethical challenges surrounding large-scale data collection.
- Selected out of teams worldwide to present our proposal at the *Amsterdam Privacy Conference 2018*.

Imperial College Taekwondo Secretary & Webmaster
- Responsible day to day running of club activities and liaising with *Imperial College Union* and other clubs.
- Built the club website using the Laravel PHP web framework.

LANGUAGES & TECHNOLOGIES

Proficient with: Java, Python, C, Git, Linux/Unix.
Comfortable with: Haskell, JavaScript, C++, SQL, LaTeX, Tensorflow, Scikit-learn.
Exposed to: Ruby, PHP, Docker.