

TAEWOON KIM

AI Researcher & Engineer



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SUMMARY

I am an AI researcher and engineer with a computer science foundation, skilled in solving complex AI problems using a wide range of approaches—from symbolic and discrete reasoning to reinforcement learning, deep learning, and generative modeling.

I offer B2B services, including full-stack AI/ML model development, research consulting, and deployment support for real-world applications.

SKILLS AND INTERESTS

Research: Artificial General Intelligence

Languages: Python, C++, C, Java, JavaScript, Shell Script, HTML, CSS

Frameworks /Libraries: Pytorch, TensorFlow, OpenCV, NumPy, SciPy, Flask, Jupyter Notebooks

Platforms: Docker, Linux, GCP, AWS

EXPERIENCE

Mar/2025 - Current	Machine Learning Engineer • Develop AI partners capable of generating human-like interactions across text, audio, video, and image modalities. • Design and fine-tune large-scale generative models for realistic and personalized multimodal experiences. • Collaborate across teams to bring research prototypes into production for real-time, user-facing systems.	Byborg Enterprises, Luxembourg
Apr/2024 - Current	Founder • The brain of the HumemAI agent, inspired by the cognitive science theories, is modeled with a knowledge graph, unlike other AI agents. This provides the agent with human-like memory systems, improving human and machine communication.	HumemAI, Amsterdam, Netherlands
Sep/2020 - Dec/2024	Scientific Researcher • Carried out research in AI encompassing NLP, Computer Vision, Reinforcement Learning, Knowledge Graphs, etc. • Taught and supervised B.Sc. and M.Sc. students on their courses and theses, e.g., Python, AI courses, board games with search algorithms, machine learning, etc.	Learning and Reasoning Group, Vrije Universiteit Amsterdam, Netherlands
Nov/2018 - Sep/2020	Computer Vision Engineer • Worked with machine learning (mostly deep learning) to improve ID card and self verification processes. • Mostly dealt with speech, image, and video data. • Working at a start-up has enabled me to work closely with DevOps and Front-end developers and to better understand the big picture of AI companies.	Nect, Germany
Jan/2018 - Sep/2018	Intern and M.Sc. Thesis Student • Applied robot vision with a RGBD camera. • Trained computer vision deep learning models, e.g., ResNet, to extract features relevant for robotic pick and place skills. • Used both RobotStudio and Robot Web Services based on RESTful APIs to interact with both virtual and real robot controllers.	ABB, Germany
Jul/2014 - Sep/2014	B.Sc. Intern • Learned mathematical and computer skills to process and visualize brain signals. • Supervised by Jong-Hwan Lee	Brain Signal Processing Lab, Korea University, South Korea

EDUCATION

Sep/2020 - Dec/2024	PhD. Artificial Intelligence, Vrije Universiteit Amsterdam, Netherlands • Titled “A Machine With Human-Like Memory Systems”. This machine is equipped with an external memory system, modeled with a knowledge graph, and uses reinforcement learning to learn essential human skills, such as managing memory, reasoning, exploring, etc. • Supervised by Michael Cochez, Vincent François-Lavet, and Frank van Harmelen
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Oct/2015
- Sep/2018

M.Sc. Computer Science, Hamburg University of Technology, Germany

- Focused on deep learning and computer vision.
- Wrote M.Sc. thesis "*One Shot Learning for Object Recognition in Pick and Insert Applications*" in collaboration with ABB and supervised by Alexander Schlaefher

Mar/2008
- Aug/2015

B.Sc. Electrical Engineering, Yonsei University, South Korea

- Focused on digital signal processing and computer vision.
- Wrote B.Sc. thesis "*Obstacle detection for the blind in C++ with OpenCV*", supervised by Kwanghoon Sohn
- The lengthened period of study includes 2 years of mandatory social service.