

# Taehoon Kang

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## EDUCATION

### University of Minnesota - Twin Cities

*Expected in June 2026*

*Bachelor of Science in Computer Science*

*Minneapolis, MN*

- Coursework: Computing and Programming Concepts in Python, Discrete Structures of Computer Science, Algorithms and Data Structures in Java, Introduction to Probability and Statistics

## WORK EXPERIENCE

### Mcnamara Alumni Center

*August 2023 - December 2023*

*Junior Web Developer*

*Minneapolis, MN*

- Conducted regular updates and maintenance, ensuring websites remained current and functional.
- Maintained thorough and accurate documentation of code changes in **HTML and CSS**.
- Collaborated with designer to implement website designs, **translating designs to code**.

### Minnesota Supercomputing Institute

*June 2023 - August 2023*

*Software Support Engineer Intern*

*Minneapolis, MN*

- Provided expert assistance to users, focusing on **Linux command-line solutions**, and efficiently resolved software-related issues.
- Analyzed problem details, investigated error messages, and identified root causes of software problems, improving troubleshooting skills.
- Assisted users with **software installation, configuration, and optimization**, ensuring their systems ran smoothly.

## PROJECTS

### Chess

Java, IntelliJ

- Fully functional chess game implemented in IntelliJ that covers the movement rules of different chess pieces, including Rook, Pawn, Knight, Queen, and King
- The inclusion of an interactive game interface allows users to make moves seamlessly, providing an engaging and **user-friendly experience**.
- Showcases a strong command of Java programming, **object-oriented design principles**, testing practices, and **game development** concepts.

### Minesweeper

Java, IntelliJ

- Developed a **Java-based Minesweeper game** with dynamic minefield generation..
- Implemented core gameplay mechanics, including **user input validation and flag placement**.
- Demonstrated proficiency in Java programming, **object-oriented design**, and **algorithmic problem-solving**.

## LEADERSHIP

### Korean Computer Science Student Organization

*November 2023 - Present*

*Board Co-Director*

*Minneapolis, MN*

- Directed the planning and execution of club events, fostering a sense of community among computer science students.
- Played a key role in promoting and supporting the goals and activities of the organization within the local community.

### Northside Stem

*January 2023 - May 2023*

*Stem Activity Facilitator*

*Minneapolis, MN*

- Coordinated and guided STEM activities at the Target Festival event and Northside Event.
- Demonstrated strong organizational skills to ensure preparedness of materials, resources, and schedules.
- Effectively communicated with organizations such as **Target, 3M, Summit Academy OIC, Capstone, Teen Tech Center, and SIEMENS**.

## TECHNICAL SKILLS

**Languages:** Python, C, Java, HTML, CSS, JavaScript, Ocaml

**Technologies/Frameworks:** Angular, NodeJs, MongoDB, Visual Studios, IntelliJ, Git/Github, Jupyter Notebooks