

# Ho Joong Kim

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Location: Pittsburgh, Pennsylvania

## Education

### **Carnegie Mellon University, Mellon College of Science, Pittsburgh PA**

Bachelor of Science | Mathematics | Computational and Applied Concentration | Expected May 2021

### **Carnegie Mellon University, School of Computer Science, Pittsburgh PA**

Minor | Computer Science | Expected May 2021

## Skills

**Programming:** C, Python

**Language:**

- Korean - Native Language
- English - Full Professional Proficiency (ILR scale)
- Japanese - Professional Working Proficiency (ILR scale)

**Software:** R, Matlab

## Work Experience

### **Teaching Assistant**

Carnegie Mellon University | JAN 2020 – MAY 2020 | Pittsburgh, Pennsylvania

- 21-122 Integration and Approximation. Taught calculus, integration techniques, numerical methods to approximate solutions. Held recitations of 20 students and recorded online virtual lectures and course notes.

### **R.O.K Military Interpreter**

R.O.K Army | JUNE 2016 – MARCH 2018 | Daegu, Republic of Korea

- Served in the R.O.K Army as a Military Interpreter for 21 months, working in Second Operational Command (2OC) Logistics Division, regularly conducting translation and interpretation of military documents.
- Participated in annual R.O.K/US Combined Forces Military Exercise, including KR/FE & UFG, working closely with US Forces.
- Served as a squad leader, leading 11 fellow squad members to regular field training military exercise.

## Projects & Research

### **Numerical Analysis of Gerrymandering via Markov Chain**

Carnegie Mellon University | Summer Undergraduate Research Apprenticeship

- Analyzed the Gerrymandering on legislative district of Seoul using Dr. Wesley Pegden's Markov Chain Random Walk model program. Used Polyspace to gain map data of the district and calculated each districts' closeness with others. Ran the program to find evident result of Gerrymandering.

### **Basketball Playbook**

Carnegie Mellon University | Programming | Final Project

- Created a basketball playbook program by Python that lets the user design their own basketball plays and simulate them in order after recording each move.