Patrick Kwon

| Address: 601 W 137th Street, APT 45. NY NY 10031 | Mobile: 929-318-8920 |  Email: [yk2805@columbia.edu](mailto:yk2805@columbia.edu) | Website: http://yj7082126.github.io/patrick\_kwon |
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# EDUCATION

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| 08/2018-Current | Masters of Science in Data Science,  *University of Columbia*  GPA: 3.9/4.0 |
| 07/2017-08/2017 | Completion (Machine Learning),  *Stanford Online (Coursera),*  GPA: 98.8% |
| 08/2015-05/2017 | Bachelor of Arts in Statistics and Computer Science with Distinction, *University of Virginia,*  GPA: 3.8/4.0 |
| 06/2016-08/2016 | Completion (Principles of Accounting, Introduction to Game Theory, Econometrics),  *Korea University International Summer Campus,*  GPA: 4.3/4.5 |

# Work experience & Volunteer

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| 06/2019-08/2019 | Intern, *Emadri*  Created & Updated a hybrid packing-list recommendation system for travelers and a data visualization system. |
| 08/2017-07/2018 | Data Analyst, *Bluehole Studio*  Provided data-centered insight for business decisions*(Tools Used: Python, R Studio, C#)*   * Provided +20 data analysis papers on TERA, Bluehole Studio’s leading MMORPG Title. * Upgraded the company’s former Business Intelligence system. |
| 06/2017-08/2017 | Intern, *Bluehole Studio*   * Contributed in developing Business Intelligence tools, user analysis of Tera Online, and identifying in-game hackers of Tera Online. |
| 08/2016-12/2016 | Teaching Assistant, *Bluehole Studio*   * Worked as a TA for class CS 2102 (Discrete Mathematics), focusing on assisting students on the coursework and grading tests. |
| 05/2016-06/2016 | Research Assistant, *Korea University Research Institute of Korean Studies*   * Worked at the Korea University RIKS (Research Institute of Korean Studies), focusing mainly on Excel operations and assisting the preparation of Asian Studies Conferences. |

# Honors & awards

| 06/2019 | Verizon 5G EdTech Challenge |  |
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| 05/2017 | UVA Order of the Orange Stole |  |
| 08/2015-05/2017 | UVA Dean’s List,  2015 Fall, 2016 Spring, 2016 Fall, 2017 Spring |  |
| 08/2016 | Korea University Academic Excellence Awards. |  |

# PROJECTS

| 01/2019-06/2019 | Main Developer, *Pally*   * A Microsoft Hololens-based educational application designed to support special-needs children using augmented reality and 5G. Focused on using computer vision and natural language processing to help children understand the behavior of others. |  |
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| 08/2017-12/2017 | Main Developer, *Tera Reader*   * A website that scrapes data from different community websites related to video games and incorporates opinion mining to give a clear picture of trends inside those video games. All functions were developed mainly using Python, MySQL, HTML, CSS, and JS. |  |
| 12/2016-04/2017 | Main Developer, WorldMap   * A program that collects user location data in TERA (MMORPG title developed from Bluehole) and visualizes it to generate insight on user activity. All functions were developed mainly using Visual Studio (MySQL, C#) |  |
| 12/2016-04/2017 | Developer, Hazzul   * Developed Hazzul (<http://www.hazzul.com/>), a website that displays humorous pictures. Mostly contributed on website design and organization, using HTML and CSS. |  |
| 08/2016-12/2016 | Programmer, *Wilderness*   * Developed Wilderness, a text-based adventure game. Used Python. |  |
| 08/2015-12/2015 | Programmer, *Slingshot Sam*   * Developed Slingshot Sam, an Android-based game. Used Android Studio. |  |

# EXTRA CURRICULAR ACTIVITIES & LEADERSHIP

| 08/2013-03/2015 | Club President, *Scientia*   * Cooperated with the Academic Committee to offer math & science tutoring services, helped students prepare for math competitions, and hosted the annual Pi Day Festival. |  |
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| 03/2014-03/2015 | Club Vice President, *App Club*   * Taught club members about computer programming, and developed an app for foreign faculty members. |  |
| 08/2015-12/2016 | Member, *Student Game Developers*   * Participated in android application development projects, “Slingshot” and “Wilderness”. |  |

# Skills

| Computer Skills  Proficient in R Studio, MySQL, Unity, Tensorflow, Java, Python, C++, C#, Android Studio, Xcode, Visual Studio  Proficient in Data technologies including but not restricted to: Natural Language Processing, Computer Vision, Hybrid Recommendation System, Neural Networks, Random Decision Trees, Web Scraping. |  |
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