

YOUNGTAK CHO

#302-1604, 100, Geumho-ro, Seongdong-gu, Seoul , South Korea :: (+82) 10-4907-9860 :: nintyning@gmail.com

EDUCATION

Ajou University, Sowon-si, Gyeonggi-do, South Korea

Bachelor of Computer Engineering

01/03/2014 -

22/02/2016

- Cumulative GPA: 3.56/4.50
- Cumulative GPA in 4.0 scale : 3.34/4.00

Young-in Songdam College, Youngin-si , Gyeonggi-do, South Korea

Associate of Computer Games

03/03/2006 -

11/02/2011

- Cumulative GPA: 4.25/4.50
- Cumulative GPA in 4.0 scale : 3.9/4.00

PROFESSIONAL HISTORY

Yang-pyeong-nuri-haejang-guk, Seoul, South Korea

ERB Programmer

06/01/2017

NOW

- Make a business support program.
- Technical Keywords: Qt, C++, Sqlite

E.I.Lab in Art Center Nabi, Seoul, South Korea

Programmer

02/03/2016 -

01/01/2017

- Bremen Music Bot
 - Make a program which include communication between each member of robots and a main control server which include Google Magenta for real-time music making.
 - Design robots controlling module and sound playing module.
 - Technical keywords : Google Magenta , Arduino , embedded Linux
- Robo Panda
 - Developing an application for robots on android Operating System.
 - Technical keywords : IBM Watson, Natural language classifier, Android
- Beat Bots Band
 - Developing a controlling program for a Drum playing android robot.
 - Technical keywords : Arduino
- AI on Painter's
 - Developing Application of Style Transfer.
 - Technical keywords : OpenCV , Style Transfer , python

Smart Grid Research Center in Advanced Institutes of Convergence Technology

, Suwon, South Korea

Participating Researchers

01/08/2014 -

31/07/2015

- Development of business platform for national virtual power plant based on ICT convergence
 - Make a service module for searching data by rowkey from HBase.
 - Technical keywords : JSP , Hadoop Ecosystem , HBase , Java

Revolt solutions, Seoul, South Korea

IOS Programmer

01/12/2011 -

01/05/2012

- Developing a game "DonDon Matgo"

Mobile Bus, Seoul, South Korea

Game Developer and Localization programmer

- Modify games' codes to comply with the Korea Game Law.
- Develop a game by using glassless 3D display devices

**01/11/2010-
13/10/2011**

SKILLS & CERTIFICATIONS

Machine Learning by Stanford University on Coursera.

Certificate earned at Tuesday, August 1, 2017 3:35 AM GMT

Certification:

<https://www.coursera.org/account/accomplishments/certificate/YBKNTKJY32PH>

01/08/2017

Used Programming Languages:

- C / C++ , JAVA , Python

Experienced Platform and Technologies :

- OpenCV , Android , Linux , Arduino ,Raspberry Pi