

Computer Science & Engineering

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EDUCATION:

University of Missouri – St. Louis/Washington University

Bachelor of Science - Electrical Engineering, Minor in Computer Science & Mathematics.

University of Missouri – St. Louis (Expected May. 2021)

Master of Science – Computer Science emphasis on Machine/Deep Learning and Image Processing

Cumulative GPA: 4.0

SKILLS:

- Proficient with C/C++/C#/Python/Java/Multi-Thread Programming
- Computer Vision - OpenCV / CUDA
- Deep Learning Framework - Pytorch / Tensorflow
- Graphics API - Vulkan / DirectX11

WORK EXPERIENCE

Social Worker, Suncheon City Hall, Republic of Korea, (Jan 2016 – April 2016)
Assisted clients in obtaining passports and personal identification paperwork; maintained computer security for offices and employees.

Teaching Assistant, Washington University in St. Louis (Aug. 2017 – Current)
Provided supplemental educational services for students studying Signal and System/Engineering Mathematics Class

Math Tutor, University of Missouri St. Louis (Aug. 2018 – Dec. 2019)
Helped students become accustomed to material of their class.

Graduate Teaching Assistant, University of Missouri St. Louis, (Jan. 2020 – Aug. 2021)
Helped students become accustomed to material of their class as well as tutoring programming language and Data Structure(Algorithm).

Software Engineer, MORAI, (Oct. 2021 - Current)
Desktop Application - Scenario Runner
Developed Scenario Runner based on OpenScenario as defined ASAM by using the Qt and gRPC, and simulated data in Simulator. Currently porting the Scenario Runner into Unreal Engine.

Lidar Development - Sensor Development

Developing physical lidar sensor in Simulator with the ray-tracing technique with Unreal Engine.

VOLUNTEER EXPERIENCE:

Medical Device Center, University of Minnesota (2015)
Learned how to utilize 3D printers using AutoCAD for modeling.

Electrical Engineering Department, Washington University in St. Louis (2017)
developing a visualization suite for portable devices that will provide real-time information from a EEG system.

University of Missouri St. Louis, Computing Club (2017)
Constructing Remote Camera Control System by using Raspberry Pi3.

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Patent:

Scenario Runner Desktop Application.

AFFILIATIONS:

- Member in Phi Theta Kappa and Who's Among Students in American Universities & Colleges
- Member in Society of Future Engineering
- Member in CS Computing Club

CERTIFICATIONS:

- Robotic Software Engineering – Udacity
- AWS Machine Learning - Udacity
- Complete Guide to TensorFlow for Deep Learning with Python - Udemy
- Python for Computer Vision with OpenCV and Deep Learning - Udemy
- Deep Learning with Python and Keras - Udemy
- Sensor Fusion & Robotic Engineering - Udacity