

Noah Kim

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noahdkim.com

Education

University of Virginia, School of Engineering & Applied Science

Charlottesville, VA

Bachelors of Science in Computer Science

GPA: 3.6

Minor in Business

Coursework: Algorithms, Computer Architecture, Advanced Software Development Methods, Web Programming languages, Program & Data Representation, Independent Study with Professor David Evans

Skills

Programming Languages: Python, Java, C++, JavaScript, PHP, HTML, CSS

Environments and Frameworks: Ubuntu, Windows, Django, Flask,

Experience

Amazon.com

Incoming Software Engineering Intern

Starting May 2018

University of Virginia

Teaching Assistant

Sept 2016 - Present

- Served as an undergraduate teaching assistant to Professors David Edwards and Kevin Sullivan for CS 2110 and CS 1113 respectively
- Responsibilities included: Grading homework, writing exam questions, running lab periods and holding office hours

University of Virginia

Machine Learning Research Intern

May 2017 – August 2017

- Conducted cybersecurity research in adversarial machine learning for malware classifier evasion under Professor David Evans at the University of Virginia (<https://evademi.org/>)
- Presented a poster and demos at the Facebook USENIX Security '17 Symposium to professors, researchers, and graduate students from around the world

Projects And Research

GRADUWAIT

(<https://github.com/nk8na/Graduwait>)

January 2018 – Present

- Helps University of Virginia students find out if they have satisfied all requirements needed to graduate on time.

AL

(<https://github.com/nk8na/AL>)

Nov 2017 – Present

- Used Python, NLP techniques to create an AI, called "AL", that can respond to user requests in a virtual world
- Developed an API for a virtual world using Pygame that allows AL to interact with objects

EVADEML-ZOO

(<https://github.com/mzweilin/EvadeML-Zoo>)

May 2017 – Present

- Designed a benchmarking and visualization tool for adversarial machine learning with Python and Flask
- Allows users to test adversarial methods on cutting edge models in an effortless manner

BYTE-ME

(<https://byte-me.herokuapp.com/>)

Dec 2016 – Jan 2017

- Used Flask and JavaScript to create a website that allows for interactive compilation of Python 3.4 into bytecode for CPython virtual machine