Hyea Kang
Software Engineer

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Profile

Software engineer with 3+ years of experience on API servers, database management, and reinforcement learning. Excels in problem-solving and algorithms.

Areas of Expertise

Programming Languages...

- **Rust**
- **Python**
- **C++**
- **node.js**
- **C#**

Skills..

- **Web server using frameworks** (`express`, `flask`)
- **Implementing advanced algorithm**
- **Reinforcement learning** (`OpenAI gym`, `pytorch`)
- **Problem-solving in various situations**

Language...

- **Korean** [Native]
- **English** [Proficient]
- **Japanese** [Advanced]
- **Dutch** [Intermediate]
- **French** [Intermediate]

Professional Experience

Software Engineer Intern *(Moloco)* — *2024-*
- Internal project.

Researcher intern *(Machine Learning and Mind Lab)* — *2022-2023*
- Developing reinforcement learning agent, inspired on LEXA.

Leader *(UCPC)* — *2022*
- Held problem-solving contest UCPC

Member of Research & Tech Team *(Ngine Studio)* — *2019-2021*
- Implemented NYPC contest backend using `node.js` + `express`, submitted and developed contest problems
- Implemented game AI gym with `OpenAI gym`
- Implemented internal API system with `Python` + `zeromq`

Member *(Haje)* — *2016-*
- Club leader in 2018
- Main programmer and project manager of Algame SpringField used in 2017 Postech-KAIST Science War, implemented using `C#`
- System Operator

Awards

First place *(Hyundai Mobis Algorithm Contest)* — *2022*
Finalist *(Google Code Jam)* — *2021*
First first solve, Bronze medal representing team hYEAHyea@KAIST *(ICPC World Finals)* — *2017*
Gold medal *(IOI)* — *2015*

Education

BSc School of Computing, BSc Mathematical Science, BSc Biomedical Engineering *(KAIST)* — *2016-*

High School Degree *(Gyeonggi Science High School)* — *2013-2015*
Thesis: Separation of R- and S- Etodolac Enantiomers by High-Performance Liquid Chromatography – Florence Detector after Derivatization with (1R)-(-)-Menthyl Chloroformate