Ryan Jung

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Experience

Electrical Calibration and Software Engineer   *Pylon Electronics | October 2023 - September 2024*

- Developed a machine vision software with GUI for inputting and outputting digital screen readouts
- Reduced overhead by 95% by creating VBA automated calibration procedures
- Increased torque calibration efficiency by automating over Bluetooth using Serial Port Protocol
- Designed and tested a cost-effective, automated tensiometer calibrator for precision testing through SolidWorks

Instructor   *LABS | June 2020 - September 2021*

- Tutored secondary and Bachelor level students for IB, SAT, TOEFL, and Engineering courses
- Achieved 95% student pass rate by developing a comprehensive IB lesson curriculum
- Collaborated with parents to provide updates and strategies for continued learning

Researcher   *Sungkyunkwan University | October 2018 - January 2019*

- Cultivated microorganisms within the microbiology lab
- Discussed project progress and shared insights with the research team by participating in weekly meetings
- Collaborated with senior researchers for data analysis and result interpretation

Projects

TensorOCR   *Pylon Electronics | August 2024 - September 2024*

- Achieved 40% reduction in manual data entry by designing a computer vision data extractor over OpenCV
- Improved data extraction precision by 25 % using machine learning algorithms with Tensorflow
- Enabled extensibility with LLM API for reliable data comprehension

Matter-Enabled Smart Desk   *April 2024 - August 2024*

- Developed IoT control hardware on ESP32 for a motorized standing desk
- Improved user accessibility by 40% by integrating Matter protocol for cross-platform interoperability
- Integrated with Apple HomeKit for Siri control

Unreal Engine 4 Steam Community Mods   Mod Link *| August 2023 - Present*

- Generated over 30,000 downloads with multiple user endorsements for a suite of Unreal Engine 4 mods published Steam
- Regularly published improvements and feature updates based on user feedback
- Enhanced compatibility for broader environments and integration with other mods

Education

Bachelor of Applied Science in Electrical Engineering   *University of British Columbia, Vancouver | Expected Graduation - 2025*

Affiliations

- UBC Engineering Co-Op Program   *Seeking Summer 2025*
- Engineers and Geoscientists British Columbia   *September 2021 - Present*

Skills & Interests

Skills: C, C++, Python, TensorFlow, PyTorch, OpenCV, Next.js, React.js, Node.js, Redux, SQL, HTML/JS/CSS, TypeScript, UI/UX

Languages: English, Korean

Interests: AI Development, Software Innovation, IoT Integration, Swimming, Debate