John Kim

703-755-5768 | futurekim07@gmail.com | johnkim.app | github.com/bestsemper

Education

University of Virginia — Charlottesville, VA
B.S. in Computer Science, School of Engineering and Applied Sciences — *Aug. 2025 – May 2028*

- GPA: 4.0/4.0; Jane Street Estimathon Winner (2025)
- Coursework: Data Structures & Algorithms, Computer Systems, Discrete Math & Theory, Software Engineering
- Activities: ML@UVA Education Officer, Putnam Club, ICPC Club

Thomas Jefferson High School for Science and Technology — Alexandria, VA
Advanced Studies Diploma — *Aug. 2021 – Jun. 2025*

- GPA: 4.463/4.0; 5s in AP CS A, Calculus BC, Physics C (Mechanics & E&M), and Chemistry
- USACO Gold; AIME Qualifier (4x); Jane Street Estimathon Winner (2024; 11th on the all-time leaderboard)

Experience

Software Engineer — May 2026 – Present
N2O (Deaver Varney LLC) — *Remote*

- Set the technical direction of client projects and owned them end-to-end (design, build, test, deploy)
- Replaced a client's enterprise learning platform: authoring editor, rendering for 600+ courses, and delivery
- Took the initiative to build the team's AI agent skills, led by a playbook of engineering and UI standards
- Built the company's time tracker and a platform turning email, calendar, and code activity into team analytics

Undergraduate Researcher — Sep. 2025 – May 2026
Johns Hopkins Applied Physics Lab: Agentic Behavior Modeling — *Charlottesville, VA*

- Researched agentic AI and human-aligned decision-making in LLM agents through the strategy game *Diplomacy*
- Applied steering vectors and prompting techniques to align agent behavior with distinct human playstyles

Full Stack Developer Intern — Jun. 2025 – Aug. 2025
MySmaX (AIoT Startup), Seoul National University — *Seoul, South Korea*

- Deployed an AI agent automating Samsung, LG, and other smart devices via Model Context Protocol (MCP)
- Applied machine learning-based anomaly detection to analyze real-time IoT device telemetry
- Built MySmaX's production website frontend in Next.js as primary contributor, implementing Figma designs

Projects

TradingAgents | *Python, pandas, Alpaca API* — Jun. 2026 – Present

- Built a live trading system where AI agents rate a stock watchlist daily and a rule-based engine places orders
- Backtested momentum, low-vol, and trend strategies on point-in-time S&P 500 members to avoid survivorship bias
- Compared each strategy's Sharpe ratio and max drawdown against simply holding the S&P 500

Hide in Plain Sight! (Roblox Game) (Play) | *Lua, Roblox Studio, Blender* — Jun. 2026 – Aug. 2026

- Solo-developed and shipped a cross-platform (PC, mobile, tablet) multiplayer hide-and-seek game
- Reached the top 10,000 Roblox games in its first month; 300K+ visits to date

Alpine Ski Racing AI Analysis Model (GitHub) | *Python, YOLO, PyTorch, CNNs* — Aug. 2024 – May 2025

- Built a computer vision pipeline that extracts skiers' pose data from race videos to give technique feedback
- Showed technique scores correlated with skiers' official US Ski & Snowboard slalom points

Offline AI Model for North Korea (Website) | *Python, LangChain, HuggingFace, Unsloth* — Jun. 2024 – May 2025

- Fine-tuned LLMs to build an offline generative AI system for securely distributing information in North Korea
- Received a $7,500 grant from the Human Rights Foundation recognizing innovation and potential social impact

Technical Skills

Languages: Python, Java, C++, TypeScript, JavaScript, HTML, CSS, Lua
AI & ML: PyTorch, TensorFlow, pandas, LangChain, HuggingFace, Agno, Unsloth, MCP
Frameworks & Tools: React, Next.js, Tailwind CSS, Figma, FastAPI, Git, Docker, Linux
Spoken Languages: English (Native), Korean (Native), Latin (Advanced) | **Other**: Alpine ski racer & junior ski coach