Taegang Kim

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EDUCATION

The University of Texas at Austin

Austin, TX

B.S. Computer Science | GPA: 3.92

SKILLS

Technical Skills: Java, Python, C, HTML, CSS, Javascript, GIT, Linux, Django

Languages: Native Korean

Frameworks & Tools: Node.is, LangChain, OpenCV, RAG, Streamlit, React, Whisper

Focus Area: Full-Stack Development, Product Engineering, Human-Centered AI, End-to-end product development

PROJECTS

Unveil (Meta Austin Llama Impact Hackathon Prize Winner: "Best for Austin") - December 2024

- Developed an iOS app leveraging the Llama language model in collaboration with Meta to uncover hidden historical stories, recommend nearby historical sites, and provide real-time insights with AR integration.
- Featured in Meta's global AI announcement, with follow-up discussions for statewide deployment with Texas government agencies.
- Tech Stack: SwiftUI, Llama 3.2, Groq API, Toolhouse AI 2024

DIY Room Designer (CouldFlare+Toolhouse Hackathon Prize Winner: "Most Likely to Be a Business") – November 2024

- Developed an interactive room design app allowing users to create and customize virtual rooms with realistic, Al-generated images based on user input.
- Tech Stack: Python, Streamlit, OpenAl API, ToolHouse Al.

MoodAnalyzer: Al-Powered Emotional Wellness – March 2025

Designed and developed an iOS app that analyzes users' emotional states through adaptive questionnaires and expressive drawings, using Llama-3 for text analysis and Llama-3 Vision for drawing insights.

Ready2Interview (Intel AI Hackathon Project) – November 2024

- Developed and hosted an AI Interview Assistant web service with additional prompt engineering at a large hackathon with over 900 participants.
- Utilized OpenAI GPT-4, RAG, Whisper and Tavily Search integration to automatically generate tailored interview questions based on user resumes and target company profiles.

NLP Spyfall Agent (Machine Learning and Data Science 'Long Competition' - 1st place) – January 2025

- Built an LLM-powered NLP agent using together.ai API for the Spyfall game that infers hidden roles and locations through conversational reasoning, embedding search, and game simulation logic
- Employed prompt injection to manipulate LLM-based dialogue to reveal or mask hidden identities within strategic game simulations.

AppFacial Mask Detector using ResNet50 – January 2023

- Developed a facial mask detection system leveraging a Convolutional Neural Network (CNN) model based on ResNet architecture.
- Tech Stack: Python, TensorFlow, ResNet, OpenCV

Experience

Undergraduate Researcher, Austin, Texas

April 2025 - present

August 2024 - Current

directed by Dr. Georgios Pavlakos

Fine-tuned MotionGPT on SignAvatars to build a bidirectional Korean sign language translation system (Text-to-Sign & Sign-to-Text) using SMPL-X 3D motion data, custom preprocessing, and LLM-based gloss generation.

LEADERSHIP & COMMUNITY INVOLVEMENT

Undergraduate Korean Association at UT Austin, Austin, Texas

Informatics Directors (Graphic Design)

Managed and improved the UKA homepage using the Wix program