HYUNGJIN KIM

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EDUCATION

Yonsei University   Seoul, Korea
B.S. in Computer Science   *Mar. 2020 – Feb. 2026*

HONORS AND AWARDS

International Grandmaster (Max Rating **2707**), **Codeforces**

Qualified, **for the ICPC World Finals 2026**

2nd place, **ICPC Manila Regional 2025**

EXPERIENCE

Branch and Bound (Codetree)   Seoul, Korea
Software / Research Engineer   *Mar. 2022 – Jun. 2025 (Full-time; part-time during academic years 2023–2024)*
- Built and productionized an internal pipeline for algorithm problem generation, automating drafting, test-case generation, and validation with LLM-based agents
- Reduced blind-QA error rate from 3.0% (human-curated baseline) to 1.5% in internal evaluation
- Increased team throughput by 120% by redesigning pipeline stages and validation workflows
- Developed and shipped 500+ university-level algorithm problems, designing adversarial test cases and correctness-focused validation workflows for strong edge-case coverage
- Led development of an internal training-camp admin platform with enrollment, curriculum management, and real-time observability features, deployed across 20+ university camps

PROJECTS

Blobnom | Software Engineer   2024 – 2025
- Collaborated with 3 other engineers to build a gamified algorithm-learning platform with leaderboards and real-time challenge modes
- Redesigned the database schema for users and games to support authenticated play, solo/team modes, and abuse prevention as the product evolved beyond its initial no-login prototype
- Optimized external-API-dependent query flows for problem-solving status and unsolved-problem discovery, reducing API calls per query from 7 to 2 under restrictive API limits

Yonsei University Programming Contest | Contest Director & Problem Setter   2023 – 2025
- Directed 5 programming contests with 800+ total participants and led a 10+ member operations team

TECHNICAL SKILLS

Languages: C++, Python, Java, JavaScript
Strengths: Algorithms & Data Structures, debugging, correctness-focused development, performance-oriented programming