Woojin Ko

M.S. in Computer Science. Currently based in San Jose, CA and actively seeking full-time roles. US Citizen.

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Education

Cornell Tech / Cornell University - M.S. in Computer Science Aug 2022 - May 2025

Research focus: Applied AI, VR/AR systems, Human-Computer Interaction GPA: 3.74/4.0

- **Teaching Courses:** Building Startup Systems (Full-Stack), Human Computer Interaction and Design
- **Relevant Courses:** Computer Vision, Artificial Intelligence, 3D User Interfaces, Augmented Reality, Algorithmic Fairness
- **Graduate Student Government President:** led initiatives for hundreds of grad students, managed budget for events

University of California, Berkeley - B.S. in Electrical Engineering and Computer Science Aug 2017 - May 2021

EECS Honors Program (Breadth Concentration: Human-Computer Interaction) GPA: 3.71/4.0

- **Interaction Courses:** Human Computer Interaction, Virtual Reality, Computer Graphics, Tech Firm Leadership
- **Technical Courses:** Artificial Intelligence, Machine Learning, Algorithms, Security, Data Structures, Data Science

Professional Experience

Cornell Tech | *PhD Student Researcher (NYC)* Aug 2022 - PRESENT

- Developed AR mobile iOS and headset applications to assist informal caregivers and expert clinicians with care tasks.
- Built computer vision apps for iPhone with Xcode, Swift, and ARKit, and for Hololens 2 with Unity, C#, and OpenCV.
- Published results and studies at JMIR, ASSETS, and CHI; presented demos at Cornell Tech Open Studio.

OpenAI | *AI Research Engineering Consultant (SF, remote)* Aug 2025 - Dec 2025

- Tested an AI agent's ability to replicate models from state-of-the-art research - 20 papers from ICML 2024.
- Assessed LLM-based judge against benchmark and rubric of 8,316 gradable tasks for replicating experiments.

Amazon Inc. | *Software Development Engineer Intern (Seattle, remote)* May 2020 - Aug 2020

- Designed backend API for computing shipping deadlines for Amazon's vendors within the Purchase Order (PO) lifecycle.
- Implemented API (Java + PostGreSQL) and demonstrated successful calls on thousands of POs for training ML model.

UC Berkeley - FHL Vive Center | *Undergraduate Student Researcher (Berkeley)* Apr 2019 - May 2021

- Co-led OpenARK open-source AR SDK (C++): managed public GitHub repository, CMake build/install on Windows and Linux, resolved issues for external developers (HTC Vive, Siemens, Ford) - hand tracking, 3D reconstruction, SLAM.
- Presented OpenARK SDK tutorial at ISMAR; published at IEEE VR; advised UCSF AR-healthcare team.

Neurofit | *Project Manager, Software Lead (Berkeley)* Jan 2020 - May 2021

- Managed team and delegated responsibilities to create an iOS eye tracking app for predicting neurological conditions.

National Museum of Math | *Technical Exhibit Designer Intern (NYC)* Aug 2021 - Dec 2021

- Designed several exhibits aiming to make math more fun and interactive for museum visitors.
- Created a harmonograph simulator web app (HTML/CSS/Javascript) for 500+ attendees of the 2021 MoMath Gala.

Projects & Publications & Projects

CHI - Conference on Human Factors in Computing Systems (Yokohama, Japan)

*L Jiang, **W Ko**, et al. "Shifting the Focus: Exploring Video Accessibility Strategies and Challenges for People with ADHD"*

ASSETS - Conference on Computers and Accessibility (St. John's, Canada)

*J Collins, **W Ko**, et al. "Exploring the Accessibility of Social Virtual Reality for People with ADHD and Autism: Preliminary Insights"*

JMIR - Journal of Medical Internet Research (New York, New York)

*L Albright, **W Ko**, et al. "Opportunities and Challenges for Augmented Reality in Family Caregiving: Qualitative Video Elicitation Study"*

Cornell Tech Open Studio Showcase (New York, New York) | *XRCare Demo*

Electrical Engineering and Computer Sciences Honors Thesis Project (Berkeley, California) | *AR Video Query*

Jacobs Design Institute Innovation Catalysts Spark Grant Winner (Berkeley, California) | *Piano Palette AR*

IEEE VR - Conference on Virtual Reality and 3D User Interfaces (Atlanta, Georgia)

*M Keshavarzi, A Yang, **W Ko**, L Caldas. "Optimization and Manipulation of Contextual Mutual Spaces for Multi-User Virtual and Augmented Reality"*

ISMAR - International Symposium on Mixed and Augmented Reality (Beijing, China)

*J Menke, **W Ko**, A Yang. "Tutorial: OpenARK - Tackling Augmented Reality Challenges via an Open-Source SDK."*

Technical Skills

Languages	Java, Python, C#, C/C++, Swift, JavaScript, HTML/CSS, Golang, Bash
AI/ML & Data	PyTorch, TensorFlow, Keras, scikit-learn, Pandas, NumPy, SciPy, OpenCV, LLM/Agent Evaluation
Web & Tools	Flask, React, PostgreSQL, Git, GitHub Actions, Linux, Jupyter, AWS, Azure