

TAEWOON KIM

AI Researcher & Engineer



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SUMMARY

I am an AI researcher and engineer with a computer science foundation, skilled in solving complex AI problems using a wide range of approaches—from symbolic and discrete reasoning to reinforcement learning, deep learning, and generative modeling.

I offer B2B services, including full-stack AI/ML model development, research consulting, and deployment support for real-world applications.

SKILLS AND INTERESTS

Research: Artificial General Intelligence

Languages: Python, C++, C, Java, JavaScript, Shell Script, HTML, CSS

Frameworks /Libraries: Pytorch, TensorFlow, OpenCV, NumPy, SciPy, Flask, Jupyter Notebooks

Platforms: Docker, Linux, GCP, AWS

EXPERIENCE

Mar/2025
- Current

Machine Learning Engineer

Byborg Enterprises, Luxembourg

- Develop AI partners capable of generating human-like interactions across text, audio, video, and image modalities.
- Design and fine-tune large-scale generative models for realistic and personalized multimodal experiences.
- Collaborate across teams to bring research prototypes into production for real-time, user-facing systems.

Apr/2024
- Current

Founder

HumemAI, Amsterdam, Netherlands

- The brain of the HumemAI agent, inspired by the cognitive science theories, is modeled with a knowledge graph, unlike other AI agents. This provides the agent with human-like memory systems, improving human and machine communication.

Sep/2020
- Dec/2024

Scientific Researcher

Learning and Reasoning Group, Vrije Universiteit Amsterdam, Netherlands

- Carried out research in AI encompassing NLP, Computer Vision, Reinforcement Learning, Knowledge Graphs, etc.
- Taught and supervised B.Sc. and M.Sc. students on their courses and theses, e.g., Python, AI courses, board games with search algorithms, machine learning, etc.

Nov/2018
- Sep/2020

Computer Vision Engineer

Nect, Germany

- Worked with machine learning (mostly deep learning) to improve ID card and self verification processes.
- Mostly dealt with speech, image, and video data.
- Working at a start-up has enabled me to work closely with DevOps and Front-end developers and to better understand the big picture of AI companies.

Jan/2018
- Sep/2018

Intern and M.Sc. Thesis Student

ABB, Germany

- Applied robot vision with a RGBD camera.
- Trained computer vision deep learning models, e.g., ResNet, to extract features relevant for robotic pick and place skills.
- Used both RobotStudio and Robot Web Services based on RESTful APIs to interact with both virtual and real robot controllers.

Jul/2014
- Sep/2014

B.Sc. Intern

Brain Signal Processing Lab, Korea University, South Korea

- Learned mathematical and computer skills to process and visualize brain signals.
- Supervised by Jong-Hwan Lee

EDUCATION

Sep/2020
- Current

PhD. Artificial Intelligence, Vrije Universiteit Amsterdam, Netherlands

- Titled "*A Machine With Human-Like Memory Systems*". This machine is equipped with an external memory system, modeled with a knowledge graph, and uses reinforcement learning to learn essential human skills, such as managing memory, reasoning, exploring, etc.
- Supervised by Michael Cochez, Vincent François-Lavet, and Frank van Harmelen

Oct/2015
- Sep/2018

M.Sc. Computer Science, Hamburg University of Technology, Germany

- Focused on deep learning and computer vision.
- Wrote M.Sc. thesis "*One Shot Learning for Object Recognition in Pick and Insert Applications*" in collaboration with ABB and supervised by Alexander Schlaefer

Mar/2008
- Aug/2015

B.Sc. Electrical Engineering, Yonsei University, South Korea

- Focused on digital signal processing and computer vision.
- Wrote B.Sc. thesis "*Obstacle detection for the blind in C++ with OpenCV*", supervised by Kwanghoon Sohn
- The lengthened period of study includes 2 years of mandatory social service.