

EDUCATION

Soongsil University

Seoul, S. Korea

B.S in GLOBAL SCHOOL OF MEDIA (College of IT)

2019 - 2023

- GPA: 4.23 / 4.50

Mainly in computer programming (Data Structures and Lab, Computational thinking, Programming1/2, Networks, Operating System, Advanced Programming, Web Programming etc) and artificial intelligence-related classes (ML, GAN in Media, Basic of AI and Data Analysis)

RESEARCH EXPERIENCE

Online Interactive Entertainment Service Research

Soongsil University

Team Research Report

2020 - 2022

- Developed an entertainment application that allows fans to interact virtually with celebrities and allows for an alternative to in-person fan meeting events
- Participated in overall development components: 1-on-1 video, multi-video streaming, chat function, and user management
- Wrote paper after conducting usability testing and user research of related applications (Publication: CHI 1st accept, 2nd reject / IEEE togo)

Online Chat Visualization Using NLP Research

Soongsil University

Team Research Report

2020 - 2021

- Visualized online chat text data using NLP to improve user experience and immersion
- Conducted algorithm research for classification automation

WORK EXPERIENCE

33LAB

Seoul, S. Korea

Full-time Researcher

Jan. 2020 – Oct. 2022

- Participated in the planning and development of virtual entertainment applications with LiveConnect
- Conducted research on the development and usability of video streaming technology
- Attended weekly lab meetings, presented thesis research, participated in various projects spanning different disciplines, and held planning and development progress meetings
- Participated in research for Online Chat Visualization Using NLP Research and improving VR concert experiences

LEADERSHIP & EXTRACURRICULAR ACTIVITIES

Band Club (Wing)

Soongsil University

Executive

Jun. 2019 – Jan. 2021

- Held regular meetings to produce the mentoring program that was wanted by members
- Actively participated in organizing executive meetings and events

Molmot Application, Graduation Project

Soongsil University

Server Developer, Main Director

Feb. 2022 – May. 2022

- Developed various scholarship and welfare subsidy recommendation system apps

AWARDS AND HONORS

- Sep. 2022 – Full-tuition Scholarship for Academic Excellence
- Mar. 2022 – Half-tuition Scholarship for Academic Excellence
- Sep. 2021 – Quarter-tuition Scholarship for Academic Excellence
- Jan. 2021 – Idea Contest Award for Submission Using Smart Factory and AI + Big Data
- Jan. 2021 – Excellence Award from FlexMath Entrepreneurship Academy
- Sep. 2020 – Half-tuition Scholarship for Academic Excellence

ADDITIONAL SKILLS

IT Skills

Professional knowledge in Python (Django, TensorFlow, etc.), C++; Basic knowledge in Linux, C#, C, Adobe Photoshop, and Figma