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Changmin Seo

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EDUCATION

Columbia University, Fu Foundation School of Engineering and Applied Science — New York, NY
M. S. in Computer Science, Machine Learning Track, GPA 3.91/4.33 — (Expected) Dec 2018

Korea Advanced Institute of Science and Technology (KAIST), School of Computing — Daejeon, KR
B. S. Double Major in Computer Science and Technology Management (summa cum laude) — Feb 2016
Cumulative GPA: 3.90/4.30, 1st out of 40 students in School of Computing, Dean's List

TECHNICAL SKILLS

Programming Languages: Python, Java, C#, C, C++, ActionScript, R, Matlab
Tools and Technologies: Android, Django, Git, SVN, Alienbrain, MongoDB, MySQL

PROFESSIONAL EXPERIENCE

SquarePlan — New York, NY
Software Engineer — Jun 2018 - Aug 2018

- Designed and developed a chatbot system that works with phone call and text message using Dialogflow and Twilio
- Developed and tested new features on backend server using Django REST Framework and MongoDB on Ubuntu

Munhwa Broadcasting Corporation (MBC) — Seoul, KR
Research Assistant — Jun 2016 - Aug 2016

- Integrated Kiswe Mobile's interactive stream switching technology in live streaming to MBC's Android App
- Conducted feasibility test for the interactive stream switching technology with a MBC's program 'My Little Television'

Kiswe Mobile — Murray Hill, NJ
Research Intern — Jul 2015 - Aug 2015

- Designed a new concept of 'Interactive experience sharing' while watching live video: Capturing the exciting moment in live streaming, taking reaction selfies of users and screenshot of that moment, and integrating into a single photo
- Developed an interactive live streaming app with Android and RabbitMQ to demonstrate the new interactive concept

Xeogen — Seoul, KR
Software Engineer — Jan 2011 - Mar 2013

- Designed, developed and maintained a MMORPG game called Vindictus, which had 50 thousand concurrent users
- Developed Source Engine based game client with C++ and ActionScript and game server with C# for new game contents
- Managed game service in China which was the biggest region among global services with Chinese publisher Tiancity

PROJECT EXPERIENCE

Project: Machine Trainer using Computer Vision — New York, NY
Final Project in Deep Learning for Computer Vision Course (Prof. Peter Belhumeur) — Jan 2018 - May 2018

- Built a model that performs motion classification from 2D exercise videos using OpenPose 2D, MLP and LSTM
- Tested our model with test data and reached to 96.16% of test accuracy on motion classification task especially on Squat

Microsoft HoloLens for Parkinson's Disease — New York, NY
Research Project at Columbia University CGUI Lab (Prof. Steven Feiner) — Jan 2018 - May 2018

- Developed Augmented Reality system runs on Microsoft HoloLens with Unity for Parkinson's Disease Rehabilitation
- Conducted experiments to show feasibility of using HoloLens to increase gait speed in people with Parkinson's Disease

HONORS & AWARDS

Korean Government Scholarship — (Expected) Aug 2017 - Dec 2018

- Awarded *from National Institute for International Education (NIIED) to graduate students studying aboard ($70,000)*

Qualcomm Innovation Awards 2016 – Embedded System Awards — Apr 2016

- Awarded *from KAIST Qualcomm Innovation Award Committee for embedded systems implementation titled "Machine Trainer: Training Human with Trained Machine and Vice Versa"*