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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 3.92/4.33 — (Expected) Dec 2018

KAIST, School of Computing — Daejeon, KR
B. S. Double Major in Computer Science and Technology Management, GPA 3.90/4.30 — Feb 2016
Summa Cum Laude | Dean's List | 1st out of 40 in Computer Science Department

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 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 multi-channel live streaming technology to MBC's Android App

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 streaming demo app with Android and RabbitMQ

Xeogen — Seoul, KR
Software Engineer — Jan 2011 - Mar 2013
- Designed, developed and maintained a 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 AI personal trainer consisting of sensors attached to human body, neural network model and software for interaction
- Built on Qualcomm Snapdragon with Matlab and C++, used MLP for neural network

Augmented Reality 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 for Parkinson's Disease Rehabilitation and conduct experiments with participants
- Used Microsoft HoloLens and Unity to present world-embedded 3D content to help in the rehabilitation process

HONORS & AWARDS

Korean Government Scholarship — (Expected) Aug 2017 - Dec 2018
Awarded from National Institute for International Education (NIIED) to graduate students studying aboard ($35,000 per year)

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"