




SEE WOO LEE

1-41-14-505 Sakura-Shinmachi
Setagaya-ku, Tokyo, Japan 154-0015
Tel: 080-3273-4920
E-mail: lee.woo.48n@st.kyoto-u.ac.jp



EDUCATION

	KYOTO UNIVERSITY <i>Master's Degree Candidate, GPA: 3.95</i> - Dept. of Intelligence Science and Technology, Graduate School of Informatics - Affiliated Laboratory: Yamamoto Laboratory	<i>2020-2022</i> Kyoto, Japan
	UNIVERSITY OF BOLOGNA <i>Semester Abroad</i> - Linguistics & Italian Language	<i>2018</i> Bologna, Italy
	WESLEYAN UNIVERSITY <i>Bachelor's Degree in Computer Science, GPA: 3.45</i> - Advisor: Professor James Lipton	<i>2015-2019</i> Middletown, CT, United States

RELEVANT SKILLS

Programming (Python, Standard ML, Java, C#)
Unity Engine
Natural Language Processing
Pattern Recognition (Statistical Methods)
Deep Neural Networks (TensorFlow, Numpy)

LANGUAGES

English [TOEFL: 113, July 2014]
Korean [Native]
Japanese [N2 Level]
Italian [Intermediate]

PROJECTS & WORK EXPERIENCE

Title Generation from Cookpad Recipes	<i>Apr. 2020 – Jul. 2020</i>
Laboratory Internship Course (Text Media Lab, Kyoto University)	Kyoto, Japan
<ul style="list-style-type: none">- Recipe title prediction from supervised training (19MB of real Cookpad recipe-title pair).- Utilized regular expression and KyTea for word segmentation and pre-processing.- Using TensorFlow and Keras, implemented Encoder-Decoder model with Bahdanau Attention	
SMLNJ to JVM Compiler	<i>Jan. 2019 – May 2019</i>
Final Project – Supervised by Professor Norman Danner	Middletown, CT
<ul style="list-style-type: none">- Wrote a compiler that converts a code written in SMLNJ to JVM bytecode.- Implemented Unification algorithm for type-checking.- Implemented Mark-and-sweep algorithm for garbage collection.	
BrainStorm by Goody Games [DEMO VIDEO]	<i>Feb. 2017 – May 2017</i>
<i>Character Animation + AI Programming/Debugging</i>	Middletown, CT
<ul style="list-style-type: none">- 3D side-scroller in which players explore various parts of human brain and change brain structures.- Role: 3D animation, enemy artificial intelligence, debugging environment [C# / Unity Engine]- Product testing at MacDonough School in Middletown, CT; the game was met with positive response from the students and the faculties.	