Euna Lee

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EDUCATION

Cornell University — Ithaca, NY
Master of Engineering in Computer Science — *Aug. 2025 – May 2026*

Cornell University — Ithaca, NY
Bachelor of Arts in Computer Science — *Aug. 2022 – Dec. 2025*

EXPERIENCE

CS 3110 Consultant — Jan. 2024 – May 2024
Cornell University — *Ithaca, NY*

- Evaluated 50+ student submissions with detailed, constructive feedback
- Held weekly office hours, assisting 10+ students per session with debugging and conceptual understanding
- Managed project teams as a technical advisor, introducing new ideas and ensuring on-time delivery on deadlines

Programming Tutor — June 2023 – Aug. 2023
Self-Employed — *Plainview, NY*

- Designed personalized learning plans for diverse learners from ages 10-17, teaching Python from scratch
- Developed 20+ tailored lesson plans and hands-on projects to reinforce learned core CS concepts
- Boosted confidence, strengthened comprehension, and built important skills through 1 to 1 mentoring
- Students achieved Python proficiency to develop independent projects with minimal guidance

Summer Camp Counselor — July 2023 – Aug 2023
Central Presbyterian Church — *Old Westbury, NY*

- Mentored 30+ children of ages 9-10 with schoolwork understanding and hands-on educational activities
- Designed and led daily group activities with children of varying ages, fostering engagement and building skills
- Served as a positive role model, promoting teamwork and growth mindset through constructive feedback and mentoring
- Supervised weekly field trips, ensuring safety while encouraging curiosity through interactive experiences

PROJECTS

Super Food Chain | *Java, LibGDX, IntelliJ* — Jan. 2025 – May 2025

- Developed a 2D action-adventure based game in Java using LibGDX
- Implemented Box2D collision detection for object interactions
- Engineered companion logic with unique abilities and features to enhance gameplay depth
- Authored professional technical documents, including proposal, design specs, and iterative prototype reports

Image2StyleGAN++ | *Python, PyTorch, StyleGAN, NumPy* — Jan. 2025– May 2025

- Replicated $Image2StyleGAN++$ to achieve fine-grained and localized image editing in the latent space
- Optimized the original methodology, improving blended image results via weighted average of the latent space
- Visualized results with Matplotlib and compared against baseline models

Clue | *OCaml, VS Code* — Jan. 2024 – May 2024

- Designed a functional OCaml implementation of the board game *Clue*
- Developed turn-based logic, AI opponents, and player interaction
- Co-led the team, delivering 4 major milestones and biweekly sprints on schedule
- Conducted playtesting sessions to refine game balance and debug

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, JavaScript, HTML/CSS
Frameworks: React, Node.js
Developer Tools: Git, Docker, VS Code, Visual Studio, IntelliJ
Courses: Algorithms, ML, Deep Learning, CV, Networks